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- Iron man

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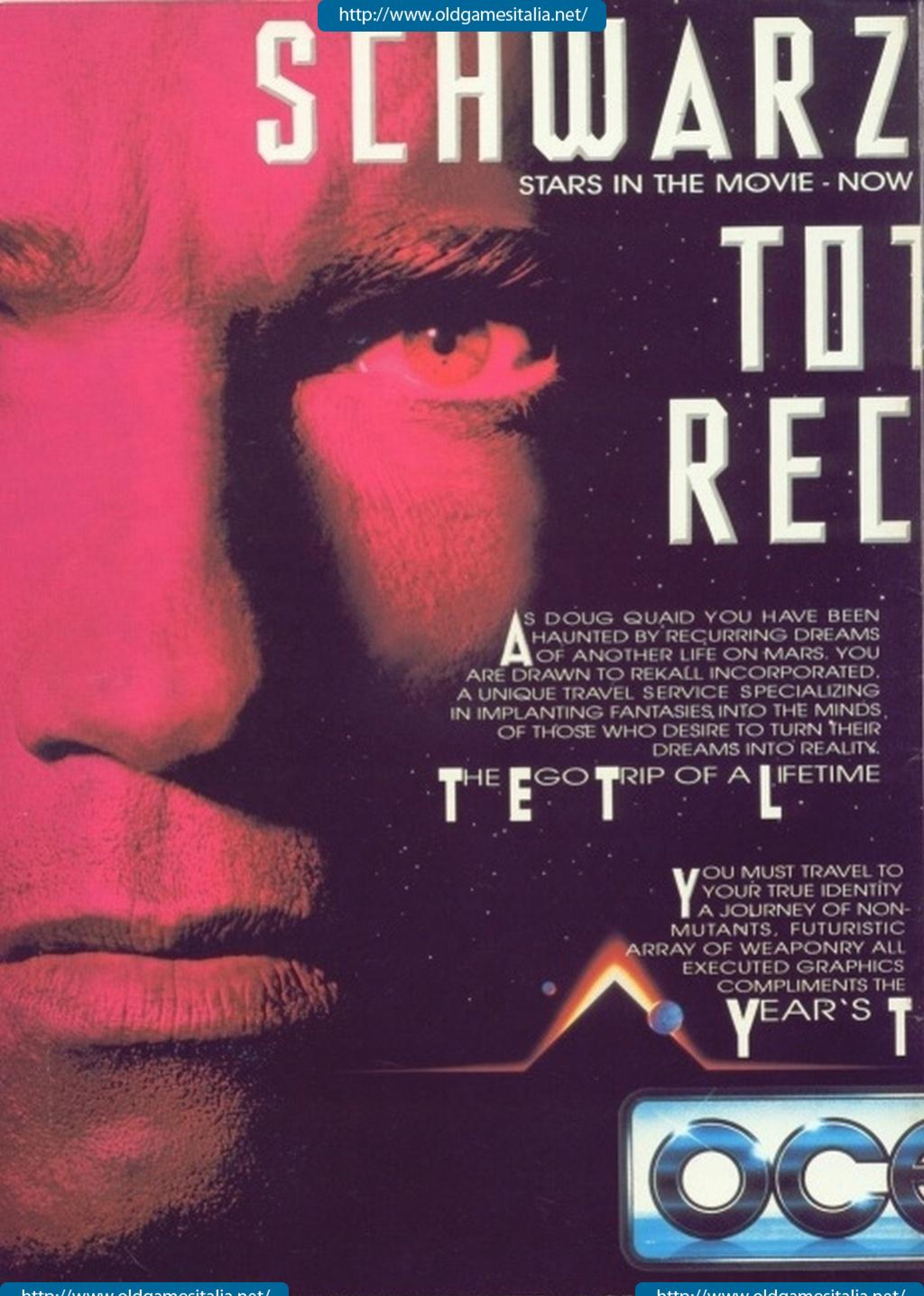
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EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -

**YOU'RE NOT YOU -**
**YOU'RE ME**

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YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
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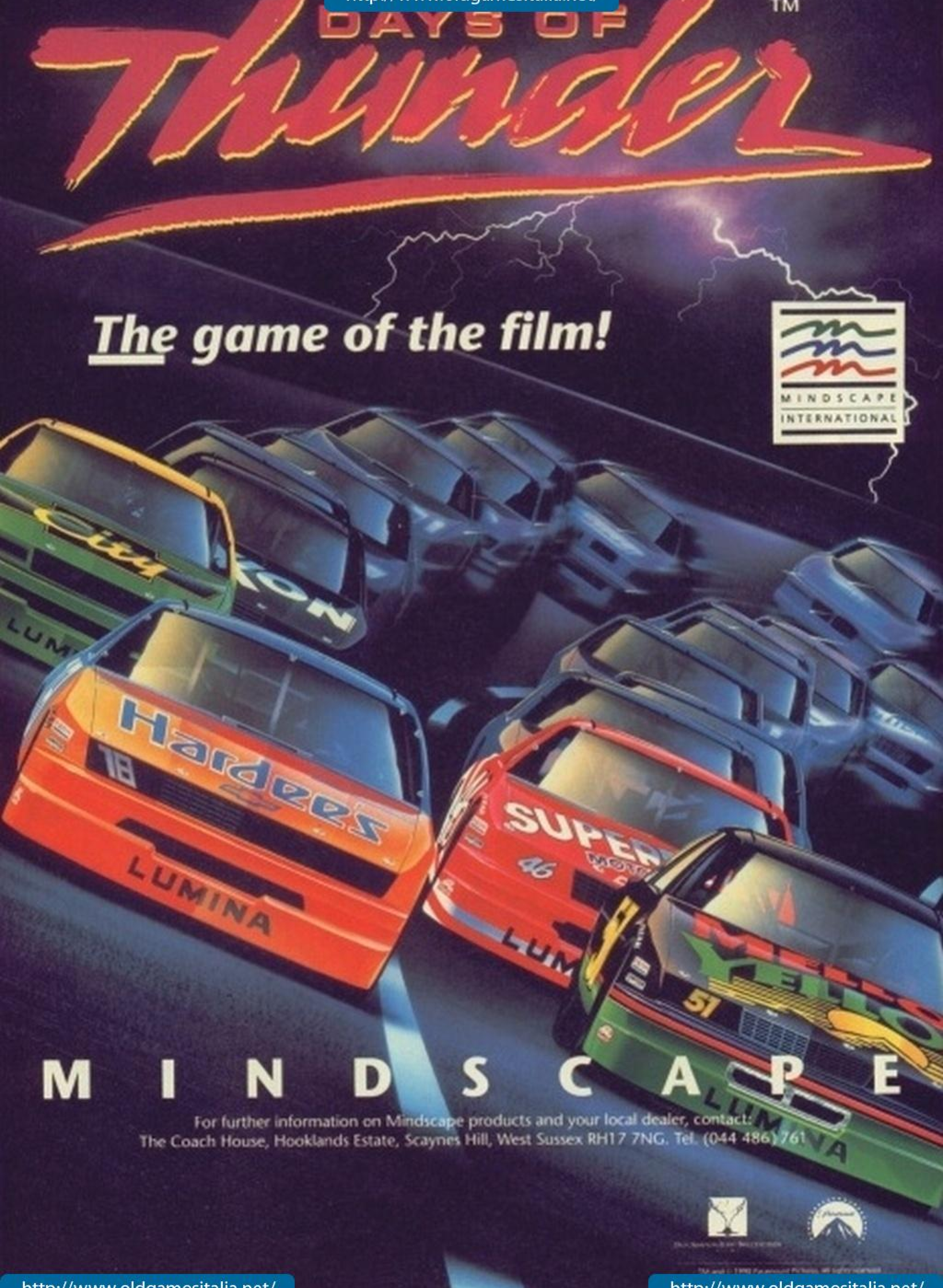
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# NOW GET THIS 2

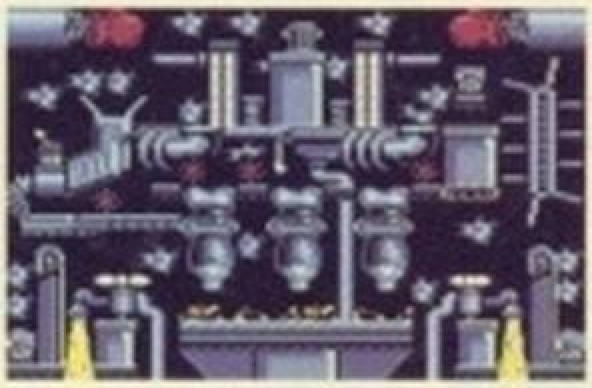
## WIN A TRIP FLYING! – PAGE 64

IN A VERY DANGEROUS COMPETITION!!!

**8 CF TAPE 2**
The mighty *CF* tape conquors all! This month it's so big we needed FOUR tape pages!

**NETWORK 64 6**
Commodore's Christmas plans, new Spiderman game, US Gold giveaway and lots more!

**THE MIGHTY BRAIN RETURNS 21**
Reader's write in – The Mighty Brain answers! Your opnions of *CF*, console versus computer, games charts and cartridge questions



**36 SHIFTY BUSINESS**
*CF* takes a sneak peek at the latest game from Lucasfilm, plus we interview Doug Glen, MD of LG!

## STORMING SUBS OFFER!

FREEBIES GALORE WHEN YOU SUBSCRIBE – PAGE 53

**GAME BUSTERS 39**
Eight pages of tasty tips, mega maps and perfect POKEs. Busted: Blood Money, Wonderboy In Monsterland, Castle Master – and last month's *CF* Tape 1

It's a Corker! Rick Dangerous II is waiting to take your breath away. Grab that oxygen mask, turn to pages 26-27and prepare to fight the Fat Man

**55 VENI, VIDI, MIDI**
(I came, I saw, I made music) with Jon Bates

**61 THE GAUNTLET**
How did Kevin Sibley, last month's Gauntlet winner, face up to the enormous challenge of Chris Jordan, in the arena of Rainbow Islands. Dunno...

**THE CF POSTER 50**
Rick Dangerous in all his glory!

WIN loads of golfing kit and spend the rest of your life in a bunker. Turn to page 29 and enter our Gremlin Golf Comp

**C64 STORY 78**
Inside info on the evolution of the world's greatest games machine

**95 EARLY WARNING**
Nothing gets through *CF*'s early warning system: if the games are coming in, you'll get to see 'em!

**Commodore FORMAT** Commodore *Format* is finely hand crafted by the same company that brings you Amiga Format, ST Format, Your Sinclair, Amstrad Action, S – The Sega Mag, New Computer Express, PC Plus, 8000 Plus, Mac Publishing, Classic CD and that's about it – for the time being...

Future PUBLISHING

2

## CF REVIEWS

*A list of the Full-Pricers that had the CFb treatment*

14 ULTIMATE GOLF *GREMLIN*
16 TIE BREAK *OCEAN*
18 WINGS OF FURY *DOMARK*
26 RICK DANGEROUS 2 *MICROPROSE*
28 KING'S BOUNTY *US GOLD*
34 MIDNIGHT RESISTANCE *OCEAN*
68 EMLYN HUGHES' ARCADE QUIZ *AUDIOGENIC*
74 IRON MAN *VIRGIN*
82 NIGHT BREED *OCEAN*
90 SNOWSTRIKE *US GOLD*
92 NINJA RE-MIX *SYSTEM 3*

*Tightfist Roger 'Speccy' Frames casts his beady eyes over the cheapies*

31 YES PRIME MINISTER *MASTERTRONIC*
31 GUARDIAN ANGEL *CODEMASTERS*
32 ACE/ACE 2 *ENCORE*
32 QUATTRO COMBAT *CODEMASTERS*

NOVEMBER 1990 2

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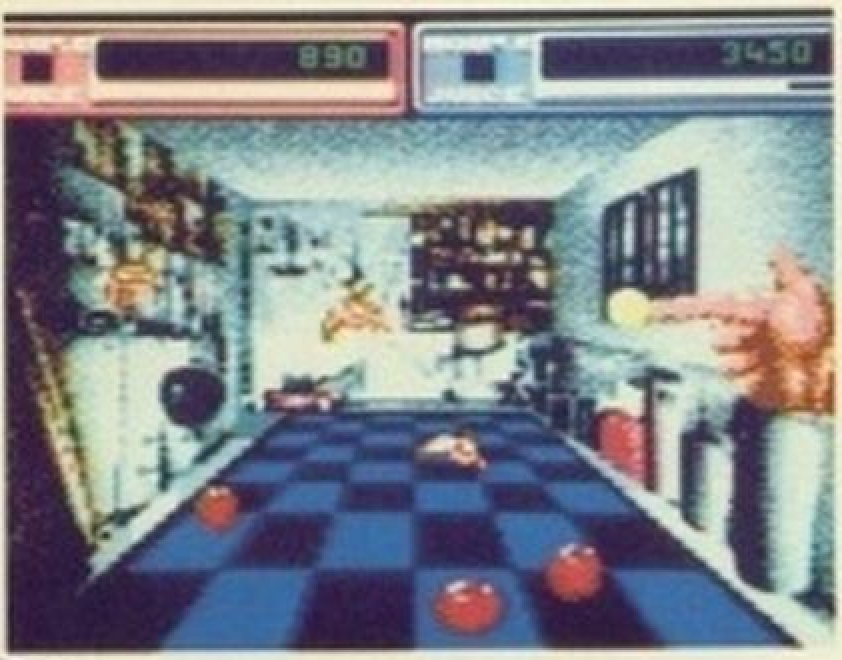
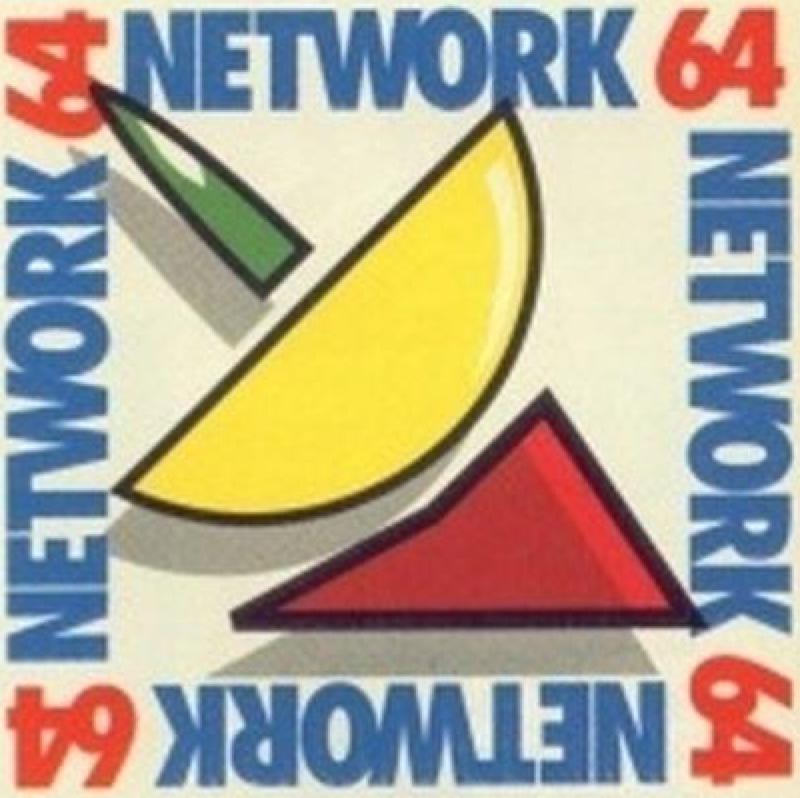


Audiogenic's first coin-op conversion is well underway at present. *Exterminator* is a stonking forced perspective game and what we've seen so far has got our eyes popping out. Stay tuned.



**GET A FAB CF T-SHIRT, FREE! WHEN YOU TAKE OUT A YEAR'S SUBSCRIPTION TO COMMODORE FORMAT (Whizz over to page 53, pronto!)**

# COMMODORE COMMENCES...

Commodore
NIGHT MOVES
C64

Never say die: one of the two new packages for the C64

**...Its winter offensive with the official launch of the C64GS console and two new packages of the Commodore 64. The packages, called Night Moves and Mindbenders both contain a C64, a data cassette player, two joysticks and some games (plus an audio instruction tape). Night Moves contains the creepy *Secret Agent/Sly Spy*, Clive Barker's *Night Breed* (see our review on pages 82-83), *Shadow Warriors* and *Midnight Resistance* (reviewed on pages 34-35), all from Ocean. The Mindbenders pack contains Domark's *Trivial Pursuit*, *Snare*, *Confuzion* and *Split Personalities*. Either pack is available for 159.99. The console was launched at the Earl's Court CES (see our special feature on pages 48-49) and will sell in the shops for £99.99. Check out The Mighty Brain for early news of cartridge releases.**

Commodore
Commodore

The wait is over: the C64GS is here

# ALL COMPUTER SHOWS GREAT AND SMALL

The date is set for this year's Computer Shopper Show. From December 6-9 Wembley Conference Centre will host the exhibition which boasts 280 stands (of which over 100 will have something of interest to C64 users). It's the biggest event to cater for the C64 and major software houses will be supporting the event. Don't miss it.

On a smaller scale, Saturday December 1st is the date for the 8-Bit Micro Show. It's being held atthe Tamworth Arts Centre and for 50p (or for free, if you're under ten) you can wander around a number of stands, participate in some public demonstrations of some C64 software, check out the latest PD and pick up a bargain or two. The 8-Bit Show runs from 9.30am to 4.30pm and more details can be obtained from: Turbo, 8 Healey, Tamworth, Staffs, B77 2RF and please remember to send an SAE.

*Read all about it in COMMODORE FORMAT 2, November 1990*

## DID YOU KNOW...

That *Commodore Format* is already being sent to places as far afield as Australia, Austria, Denmark, Iceland, Malta, New Zealand, Singapore and Canada? Fancy that, eh? Dead cosmopolitan! Anyway, we'd like to hear from some of our overseas readers, and as an incentive (and 'cos overseas readers never get to enter competitions) the first letter to be opened with an overseas postmark after – ooh... say the 1st of January (that gives you a couple of months to send stuff in) will receive a splenditious bundle of *CF* goodies.

## VIRGIN – THE FAT SLAG FART STORY

Commodore
CDTV

*(Fwrrrp! Ooh-er, readers.)* It had to happen, wot with Billy the Fish becoming a TV show and Viz generally doing very well thank you, *(chwwhump – ngh)* it was only a matter of time before a computer game licence was sorted out. The word is that it's going to be just as – well, naughty, as the comic itself *(flublubplup)* and may therefore only be sold through indie outlets and mail order. The game, being programmed by Probe at the moment, will feature characters like Buster Gonad, The Fat Slags and Johnny Fartpants *(Parp!)*. It's due for release in January and sounds like it's going to be a big stiffy.

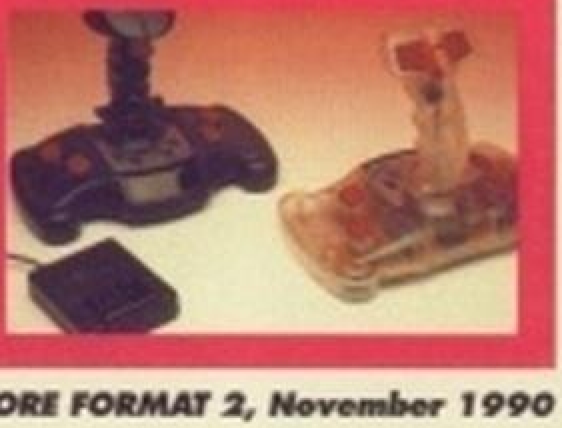
## INVENTIVE INCENTIVE

**Incentive's famous Freescape system (used to great effect on *Castle Master*) has been turned into a special computer graphic tool called *3D Construction Kit*. With it you'll be able to 'sculpt' objects and use them in games, demos or serious applications like computer aided design. More on this when we get it.**

## ROUND UP

**These news snippets arrived just in time for a brief mention. A new *Spiderman* game is due from Empire at the end of October. Old web-slinger's making a comeback in a platform game to rescue Mary-Jane from the clutches of Mysterio. Want to see more? Then check out our exclusive demo on *CF* Smash Hits Tape 4! A new joystick from Contriver (the SX1100 Challenger) weighs in at £24.99 for the standard mega-chunky version and an extra tenner for an infra-red version.**

**Contact Contriver on 0280 822803. They live at Unit 3, Buckingham Industrial Park, Buckingham MK18 1UH.**



The return of the webslinger coincides with the release of a new joystick from Contriver. Will it be the dynamic duo of 1991?

## GOLD GIVEAWAY

A new deal worked out between US Gold and coin-op giants Sega means that the Birmingham bunch will get the option of converting any future Sega coin-op games. In fact, *Shadow Dancer*'s conversion to the C64 is already underway and the classic *G-LOC* could soon follow. So it's not surprising that the chummie Brummies are feeling in generous mood, this month. They saw how overworked the *CF* team were last issue and to make us feel better they sent us loads of *Strider* and *UN Squadron* blotting pads, a couple of wardrobes full of T-shirts and some dope joysticks. But when we phoned them to say thank you, they said, "They're not for you scumbags. They're for your readers." This really upset Andy. He just cracked up and blubbed all over the office. Sean was stuck for words (for once) and poor old Steve realised he was going to have to go to the launderette after all. Okay, it's a real mixed bag of stuff we've got here so we'll give it all away (in mixed bundles) to the first ten people to answer these questions correctly:

**A.** The T-Shirts are made of cotton. If US Gold weren't so kind (which they are really) they might have sent us T-shirts made of Nylon. Nylon stands for New York and London (because they're the two cities in which scientists worked to invent the material).
True or False?

**B.** Joysticks often have microswitches in them. They're called microswitches because they detect microscopic movements in the shaft of a joystick.
True or False?

Send your answers on a postcard or the back of an envelope please, to:

**Could it be 'True, False'? Competition**
***Commodore Format*,**
**30 Monmouth Street,**
**Bath, BA1 2BW.**

Make sure your entry gets here by November 7th or somebody else will get your bundle.

**Another month, another cover tape, another fistful of games and demos! But then, you knew that already, didn't you? What you really need to know is how to play 'em! Read on**

SIDE 1
1 PIG TALES
2 ESCAPE FROM ZOL
A LORDS OF CHAOS SCENARIO
SIDE 2
1 EMPIRE
2 THE BLOB
2
tape
Future
Commodore

## CONTENTS

**CF Smash Hits tape 2 is filled to the brim with several hundred (million) K of loadable goodies. On this month's menu we have...**

### SIDE 1

**_Pig Tales_ – an everyday story of small pink pigs attempting to put a magazine together (based loosely on the _Commodore Format_ team). Three smart sub-games make this a stunning little package!**

**_Lords Of Chaos: Escape from Zol_ – a self-contained, fully playable demo of the game about which _Commodore Format_ said last issue, "It's A Corker!" Escape from your dungeon prison and defeat Zol with magic and cunning (not to mention extreme violence)...**

### SIDE 2

**_Empire_ – A strategy shoot 'em up set in deep space. Pilot your Cub scoutship through the vast wastes of space as you attempt to build an empire spanning whole star systems.**

**_The Blob_ – This neat maze chase game is strikingly similar to an Atari coin-op of many moons ago, the name of which escapes us for the time being. It's very simple but has heaps of playability, is loads of fun – and you could do with a decent version anyway!**

# Pig Tales (It's a Porker!)

**Slide a stick in port 2 and away you go.**

OK. So you've got these pigs, right, and they're trying to put a magazine together (a bit like the 'Press' from Spitting Image!). You know, write the pages, draw the illos (that's publishing-speak for illustrations) and hit their deadline *(don't talk to me about deadlines – Ed)*.

You can help fill up blank pages by 'playing' through the three stories that have to be written and compiled for the magazine. Each one forms a different sub-game featuring Rubbishman, Tom Thug and some spotty oik called Pete.

**GENERAL INSTRUCTIONS**

To start with, the hi-score/game-start page slides into view. Press RETURN or the fire button to begin.

The sub-game scores page now drops into view. This page shows the scores of the various sub-games and also the number of bonus panels (explained below). You may return to this screen at any time by pressing F1. The three sub-games are shown as pages named after each game. To begin play of sub-games 1-3, press the fire button while the relevant page is highlighted. This shows the current game score. Pressing fire a second time starts (or restarts) the sub-game. If you have any bonus panels in store, use this screen to distribute them to the required pages. By pressing keys 1-9 (or using joystick up or down) view the nine magazine pages to see how full they are.

Pressing the fire button while showing pages 4-9 displays information relating to that page, e.g. while displaying the jokes page you may view jokes by pressing the fire button to cycle through each panel that's been filled.

The panels for the three sub-games pages can only be filled by playing that game. Additional panels are held in store as bonus panels and must be placed in the required page (i.e. one with empty panels) in order to register on the FILL meter. The game ends when all pages are full and the magazine is finished before the deadline *(wuurgh! I said don't talk to me about deadlines – Ed)*.

**SUB-GAME PLAY**

**Sub-Game 1 – Pete's Pimple**

The object of the game is to clear all of the blocks from the screen by using the bar to bounce the pulsing pimple around the screen. At the same time you have to avoid or destroy the hordes of oncoming nasties.

**Sub-Game 2 – Rubbishman**

The object of this game is to navigate through each zone. The zones are split into two sections. In the first section you must control Rubbishman's altitude with the joystick (left, up; right, down) in order to fly over hazards or under bridges. A number of objects cannot be flown over and you'll lose a life if you hit them. Fly close to ground level as much as possible: your powermeter decreases faster when you fly higher and if the meter reaches zero you lose a life.

By hitting the bonus blocks a random amount of power, a random score and occasionally a bonus page panel is awarded. At the end of a zone Rubbishman's altitude becomes fixed and the joystick allows him to move forward and backward as well as up and down. If the joystick is held forward, the speed of scroll will increase.

A number of objects move towards Rubbishman reducing his energy if they hit him. The boxes must be avoided; the oil barrels can be destroyed and increase Rubbishman's power; other nasties must simply be destroyed. Any bonus panel awarded will only be added to the store on completion of a screen.

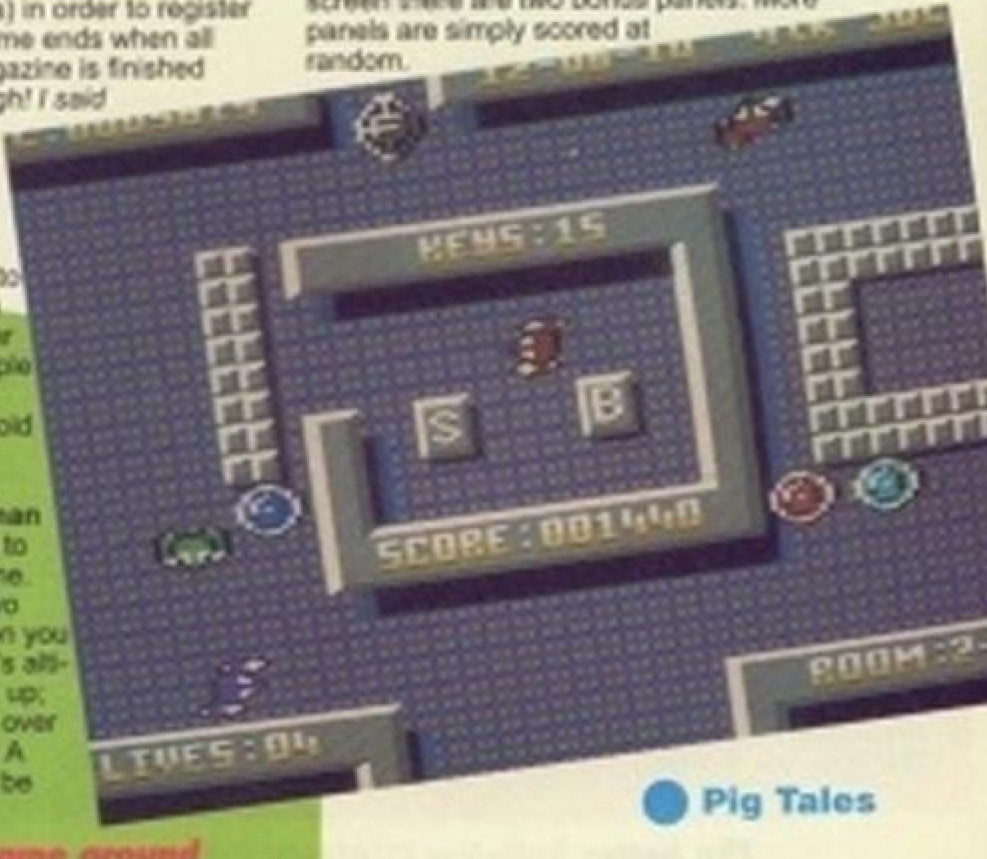
**Sub-Game 3 – Tom Thug**

You must manoeuvre Tom's Thugmobile around the screen, destroying blocks that cover the exits to other screens. Bonus panels are obtained by destroying the bonus blocks. The nasties come in two forms: on entering a screen there are a number of zombies who move around the screen in a random manner and can be destroyed when shot. However, homing drones always advance on Tom's Thugmobile and, when shot, become stunned for a period. They will then start up again, so watch out!

**GAINING PANELS**

*Pete's Pimple* – There are 12 different screens. Clearing the first ten fillspage 1. For each screen there are two bonus panels. More panels are simply scored at random.

Oy! All these games and de



Pig Tales

are loaded using the normal 'hold down SHIFT and press RUN/STOP' method. Got it?

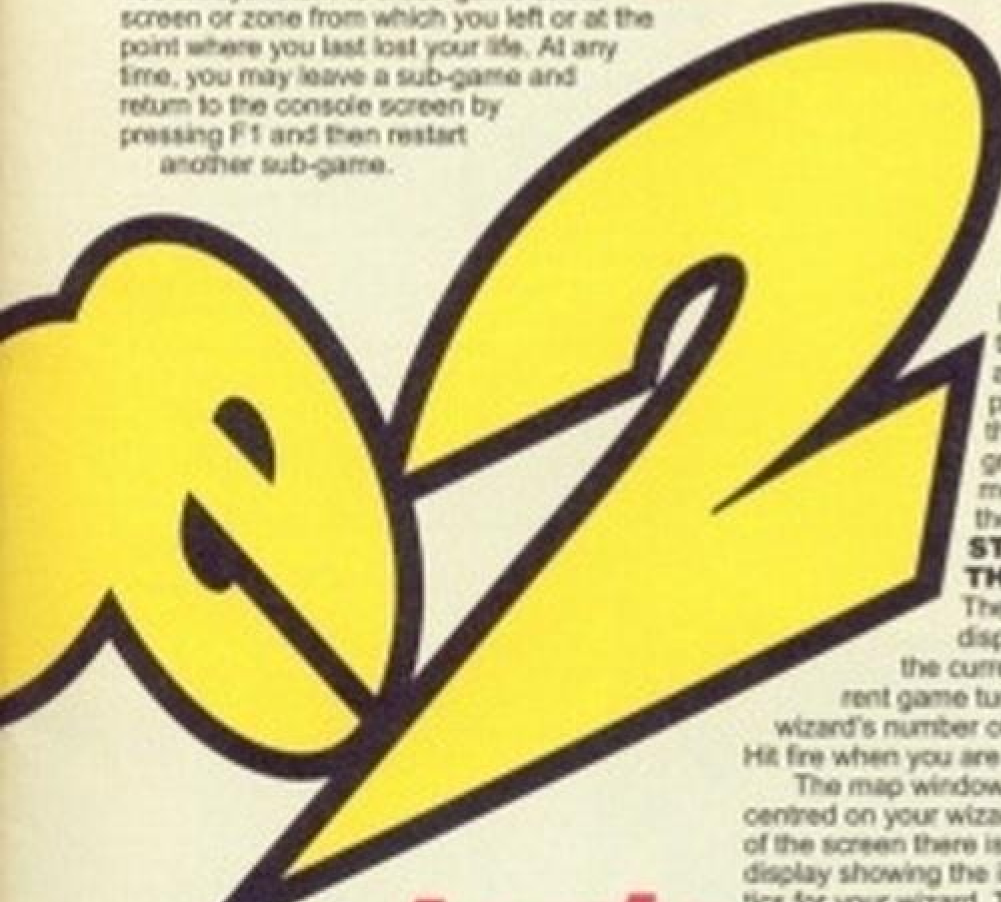
*Rubbishman* – There are six different zones. At the end of zones 1-5 two panels per zone are filled on page 2. An additional two panels per zone go into the panel store. Completing zone 6 produces four more panels for the main store. Clearing the rubbish pile within a zone adds two more bonus panels. Bonus panels are also scored at random.

*Tom Thug* – In this sub-game you must search through the network of interlocking screens searching for the bonus panels.

**B – Bonus panel**
**P – Page panel**
**S – Random score**
**L – Extra life**
**? – Random life or bonus score**
**KEY – Needed to finish score**

The entire magazine must be completed by the copy date – midnight, 6th July. The clock keeps running through all the games. If you lose all of your lives on a sub-game the main clock is advanced by a number of hours. You always return to a sub-game at the screen or zone from which you left or at the point where you last lost your life. At any time, you may leave a sub-game and return to the console screen by pressing F1 and then restart another sub-game.

**DO YOUR 64 A BIG FAVOUR – AND LOAD IT UP RIGHT NOW!**



# Lords of Chaos – Escape From Zol

**Throw those joysticks away... 'tis keys only:**

**CONTROLS**

Q – Up
A – Down
O – Left
P – Right
SPACE – Fire

**INTRODUCTION**

You are Jevarrel, a first level wizard trapped in a dark, damp prison. Your enemy calls himself the Mighty Zol (huh, wimp), a renegade wizard who has enslaved all the beasts in his domain. His prison contains a variety of beasts who have fallen out of favour. However, Zol forgot to remove all the keys from his prison so it is possible to escape. Your objective is to free yourself, defeat the Mighty Zol, find his treasure and exit through the portal, which is a magical door to another world. It's easy: a piece of cake...

**PLAYING THE GAME**

*Escape from Zol* is played in game turns. During your turn you can cast spells, move your creatures, fight, make potions etc. When you have finished doing everything you want to do you, select the END TURN option from the menu. Zol then has his turn, controlled by the computer. He can do everything you can do. However, the hidden movement rule means that neither wizard can see what the other is doing unless there is a direct line of sight between them.

**MENUS**

*Escape from Zol* is controlled using menus which are simply lists of available options. Options are usually only listed if they can be performed. For example, if a creature has three Action Points left, then options which cost more than three Action Points aren't listed. Some options have the suffix of 'G' for ground and 'A' for air. For example, THROW-G means throw an object at the ground and THROW-A means throw an object in the air.

**STARTING THE GAME**

The game turn panel is displayed first, showing the current player, the current game turn and each wizard's number of victory points. Hit fire when you are ready.

The map window always starts centred on your wizard. On the right of the screen there is an information display showing the important statistics for your wizard. The icons at the top show the special attributes of creatures (undead, fly, mount, fatal wound and invisible). The first box displays terrain and the second box shows the object in use. The five bars show the essential characteristics of the creature or wizard. Both the current level and initial level (or maximum level) are displayed.

**Action Points**: The first bar shows the creature's number of action points. At the beginning of every turn each creature is allotted a certain number of action points which are used up when moving, fighting or picking up objects.

**Stamina**: This represents the physical fitness of the creature and is used up by doing things which require great physical exertion such as moving or fighting. Stamina is recovered through resting.

**Constitution**: This represents the amount of damage the creature can sustain. If it falls to zero the creature is killed.

**Combat**: This is the attacking ability of the creature. It can be improved by using weapons and drinking potions.

**Defence**: This is the ability to defend against attack and can be improved by carrying shields or drinking potions.

After examining your wizard's characteristics, press the fire button. The display on the right is replaced with blue boxes showing any objects beneath the cursor. When the flashing white cursor is moved around the map the map window scrolls accordingly. You can look at any area on the map by moving the cursor to the point you want.

**CASTING SPELLS**

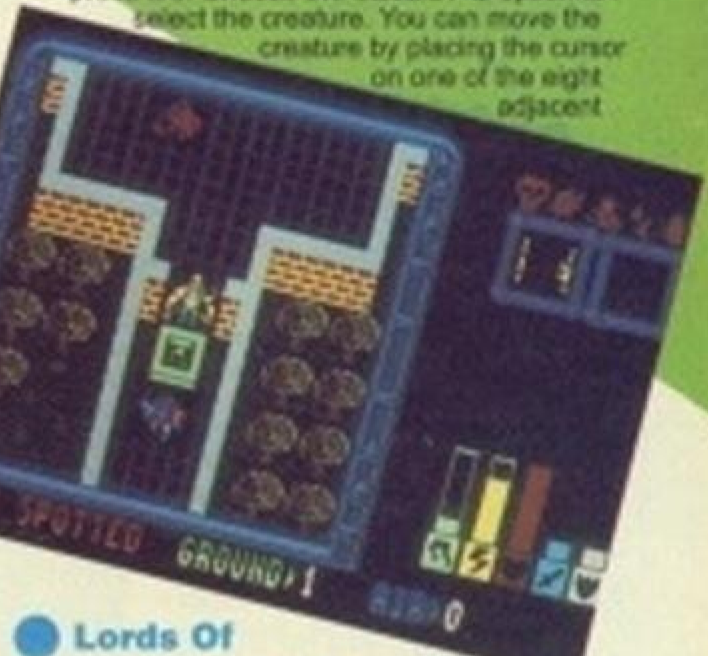
The first thing your wizard needs to do is cast a few spells. Most spells summon various creatures to do your bidding.

Place the cursor over your wizard and press the fire button. Options are highlighted by using the up and down keys and selected by pressing fire. Make sure the option SELECT-G is highlighted and press fire. The wizard is now selected for movement and other actions; the cursor changes to a green walking cursor. Place the cursor over your wizard and press fire again. The menu now displays a list of options that the wizard can perform.

Select the option CAST-G. Your spell list is now displayed along with the number of Mana Points remaining. Press Q or A to scroll through the spells. The yellow spells are the ones you know and they have a level and a cost. The level of a spell shows how powerful it is and the cost is the number of Mana Points used when the spell is cast. Select a creature spell and press fire. The creature(s) should be summoned next to your wizard. When you have finished casting spells select the END MOVE option so you can select your new creatures for movement.

**MOVEMENT**

Move the white cursor over a creature and press fire. Choose the SELECT-G option to select the creature. You can move the creature by placing the cursor on one of the eight adjacent squares and pressing the fire button. NB: When a creature is selected you can only bring down the menu if the cursor is on the creature or more than one space away. When you have finished moving a creature or performing other actions remember to select the END MOVE option before trying to select another creature.



● Lords Of Chaos – Escape from Zol

**OPENING DOORS AND CHESTS**

Move a creature next to the door and select the USE option. A flashing yellow cursor appears. Move the cursor over the door, press fire and the door will open. The same procedure is used for opening chests, locked doors and locked chests. However, in order to open a locked door or chest you must have the appropriate key in use. Remember that only creatures with hands have the USE option available. (Sneaky, eh?)

**COLLECTING OBJECTS**

In the room where you begin you'll find some useful objects which you can collect. In order to collect an object, move a creature over it and select the PICK UP option. All the objects on the floor are displayed along with their names and weights. The creature's current weight limit is displayed at the top. Move up or down to highlight the desired object and press fire to pick it up. This object becomes the 'object in use'. You can change the object in use by selecting the CHANGE option. In order to benefit from a weapon it must be in use but this does not apply to shields (which need only to be carried). Options such as THROW, FIRE and DROP always operate on the object in use.

**FIGHTING**

The first enemies you come across are independent creatures who inhabit the dingy corridors and rooms of the prison. Once you move next to an enemy you become 'engaged' (what! On a first date?) and cannot move again (until the next turn) unless the enemy is killed. In order to attack, simply move over it and the computer calculates combat according to each creature's attributes, weapons, potions, etc. Undead creatures (zombies, ghosts, vampires, spectres and demons) can only be damaged by other undead, magic weapons or magic spells.

Some weapons can be thrown and bows can be fired. When you select the THROW or FIRE options the yellow targeting cursor appears. Move the cursor to the target (the cursor only moves as far as the range limit) and press fire. If you accidentally select these options, press fire when the cursor is on top of your creature to cancel it.

**RIDING**

Some creatures can ride other creatures. For instance, your wizard can ride unicorns or gryphons. To ride a creature, select the ride option (this is only displayed when enough action points are available and the creature is eligible to ride the mount). The mount will now be selected for movement.

If you want to select a rider, make sure the mount is selected and choose the RIDER option. The rider can then move off the mount or perform other actions. Continue riding by selecting the RIDE option again.

**FLYING**

Some creatures can fly, but most of the prison is covered by a roof. Flying creatures can only be attacked in close combat by other creatures in the air. Similarly, a flying creature must land in order to attack an enemy on the ground.

**THE PORTAL**

The portal is your way out from Zol's world. When the portal appears your game turn panel displays the number of turns for which the portal will remain. If you don't get to the portal in time, you lose the game.

Once the game is over the final victory point total is displayed. You get victory points for killing enemy creatures and carrying treasure through the portal. If your wizard kills an enemy you get twice as many victory points than if your creatures kill the enemy.

**MAKING POTIONS**

In order to make a potion you must place your wizard over an empty cauldron, use the correct ingredient and cast the correct spell. Potions can be drunk from the cauldron or vials can be filled and drunk later. The ingredients for each potion are as follows:

| POTION | INGREDIENT |
|---|---|
| Strength | Mistletoe |
| Protection | Clover |
| Speed | Sulph |
| Flying | Fairywing |
| Healing | Apple |
| Super | Ambergris |
| Invisibility | Crystal |

**Spell Summary**

Apart from creature and potion spells, a few others require explanation...

**Tangle Vine**: Covers an area with snagging plants, preventing creatures from moving through it.

**Enchant**: The spell makes weapons twice as powerful and allows them to be used to fight undead creatures.

**Subversion**: If you cast this on an enemy you may subvert it so that it becomes one of your creatures.

**Magic Bolt**: This is a magic missile spell which can damage or kill enemy creatures.

**Magic Lightning**: Similar to magic bolt except that the eight surrounding spaces are also attacked.

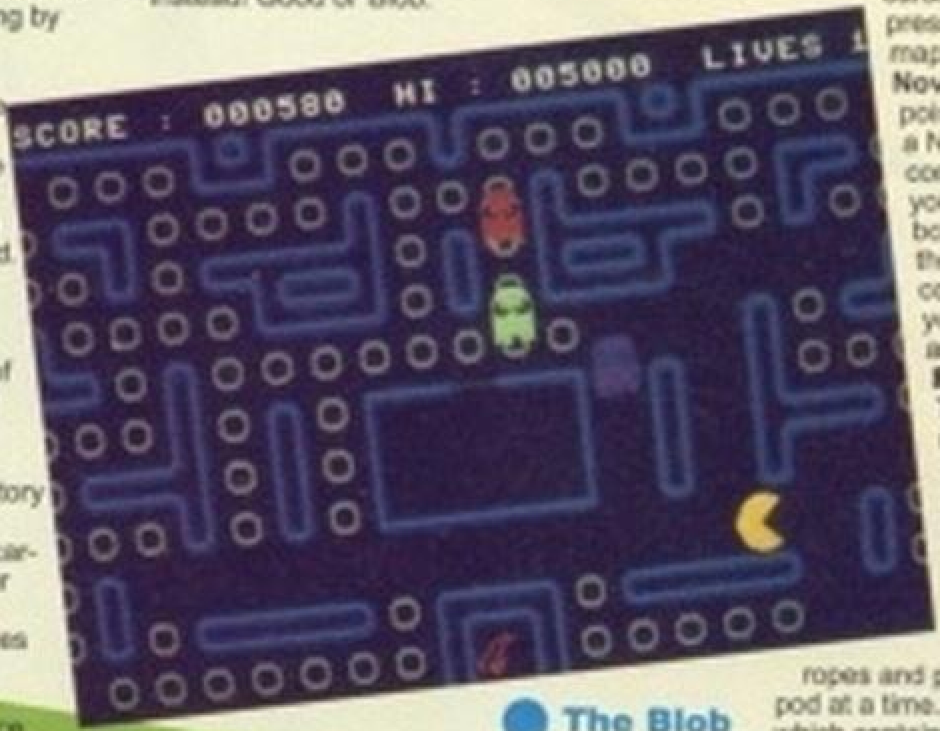
**Magic Shield**: This spell boosts a wizards defence for a limited period.

# The Blob

**Joystick in first slot.**

Er... you don't really need an awful lot of explanation for this do you? What... you do? Oh. Right, you play the Blob of the title – a small yellow spherical being who lives in a maze. Poor old Blob's home is being invaded by wibbly creatures (called the Wibblies) who kill him as soon as look at him. One touch, and Blob is dead meat (or dead yellow spherical thing).

Blob isn't as stupid as he looks – around his labyrinthine home he has secreted four power-up potions which allow him to reverse the destructive powers of his wibbly assailants. Just collect the potion and, for a limited time, Blob can chase after the Wibblies and kill them instead! Good ol' Blob.



The Blob

# Empire

**You'll need full control over a joystick in port 1 and keys for this one!**

Your objective in *Empire* is simple: build a great galactic empire spanning many star systems. Trade with Starbases, destroy invading aliens, brave dozens of missions and become the greatest space pilot of all time. Crusade on alien worlds and convert populations to your cause. Only then can you begin to build a vast Frontier Shield to protect your fragile Empire for the rest of eternity.

## NO LOAD?

**If your CF tape is giving you probs, send the little beast (complete with an SAE) to CF Tape 2 (Pig Tales) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll send a replacement as fast as we ever can!**

**CONTROLS**

You can use a joystick or the keyboard. The controls for flying your ship are also the same as directing the cursor when in map mode:

**Rotate clockwise – O or joystick right**
**Rotate anticlockwise – P or joystick left**
**Thrust – , or joystick up**
**Brake – M or joystick down**
**Fire – X or press fire**
**Extend cargo rope – S**
**Retract cargo rope – W**
**System map – T**
**Zoom in – A**
**Zoom out – Q**
**Galaxy map – G**
**Swap left pointer function – 1**
**Sound on/off – F3**
**Music on/off – F1**

**ADD-ONS**

At points throughout your quest for power, you will be able to buy add-ons so your ship is better equipped:

**Galaxy Jumper** – If you own one of these gizmos, you may jump to any planet in the galaxy by pressing '0' when the cursor is positioned on the selected planet (Galactic map). The box displays the countdown to a jump to a new galaxy. The narrow gauge tells you how many jumps you have left.

**Extra Shield Power** – This protects your normal shield strength by absorbing collisions. You'll notice a dotted line around your ship on the viewscreen.

**Speed-Up** – Increases the ship's thrust and rotation speeds for a limited time.

**System Jumper** – Provides three system jumps. Bring up the system map, locate the cursor on your desired destination, and press the '0' key. When you exit the map, you'll be there!

**Nova Bomb Counter** – At certain points in the game you can purchase a Nova Bomb, which can be used to completely destroy any system that you take a dislike to. To activate the bomb, drop the pod, shoot it and then get outta there ASAP! The counter lets you know how long you've got before the system you are currently in turns to vapour!

**PODS**

These small circular containers are used to transport cargo around the solar system. To pick up any pods you find floating in space, extend the cargo ropes by pressing S. Manoeuvre the ship so that the outer side of the bump on the end of a rope touches the pod. Use the W key to retract the ropes and pod. Note: you can only carry one pod at a time. Beware! If you latch onto a pod which contains radioactive ores, your ship's radiation counter will rise. If you see this happen, drop the pod – or die!

Later in the game, you may be able to buy a 'Wolf' attack ship. These can carry up to ten pods without the need for cargo ropes. The Wolf has pod trays which open up. Simply fly over a pod and it will be collected in a vacant tray.

**STARBASES**

You need to visit Starbases for four reasons: to trade and collect ship's equipment pods; to leave your pods for safe keeping; to receive mission orders; and to save the current game to tape.

A Starbase consists of two spheres. To dock, fly in between them and rotate the ship so that it points exactly along an invisible line

Oy! All these games and demos are loaded using the normal 'hold down SHIFT and press RUN/STOP' method. Got it?

joining the centres of the spheres. Once you've docked, a system controller appears with three pod symbols showing what percentage of ore, minerals and population resources are present on that Starbase. A Starbase needs all three resources to be able to produce equipment pods for your ship: the more it has, the faster it can do the job!

If the Starbase pulls one of these three types of pods in, the Starbase resources will display a rise and you won't be able to retrieve it. Should the Starbase acquire any other type of pod (ship's equipment and performance pods), it will be displayed in the top half of the screen display.

To leave the current menu, either press RETURN or exit the Starbase from the main menu. Whilst inside the Starbase, the four available options are:

**Trade**: Use this option to select which pods you want – if they are available. The pod indicators show you what the Starbase can produce with the materials it possesses: if it's fairly empty, you'll get nothing.

Use up, down and fire to select a pod. Then pick it up outside the base using your cargo ropes. If a pod is selected, the materials indicator will show a corresponding fall.

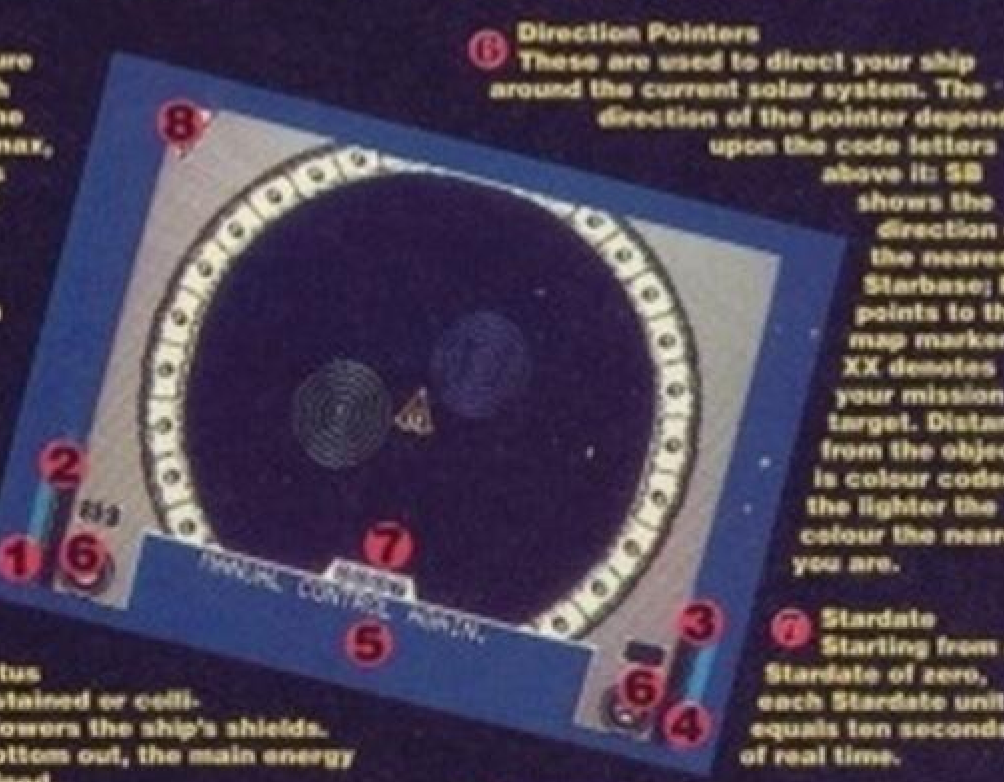
**Tape**: Use this option to save your current game to tape, or reload a game you've saved previously. If you get a load error, you'll be returned to the title page.

**Mission**: The Starbase may require you to carry out a special mission. If this is the case, it broadcasts a message that your ship's computer will pick up and display.

Most missions have a time limit and if you take too long to reply to a radio message the mission may be cancelled. Similarly, if you take too long completing the mission, your reward may be decreased or lost altogether (you may get a chance to complete the mission later).

**Pods**: Allows you to select which of the pods (if any) the Starbase contains that you want. Choose in the same way as for trade; again, they'll be waiting for you outside. If you want to keep a pod in a Starbase for safe keeping (or to trade), move close to the Starbase and draw in your cargo ropes. A rope will then reach out from the Starbase and draw in any pods. Beware! Don't try to move too close to a Starbase with your ropes out – they could damage the Starbase and your ship gets bounced away.

## EMPIRE
### – THE INSTRUMENT PANEL



① **Battery power and life support. When your shields are down, any further hits or collisions reduce your main energy banks. When it hits zero, you'll be eating vacuum...**

② **Ship's Temperature**
**Increases with proximity to the sun. If it hits max, your ship goes runny and you die.**

③ **Ship's Raditation Level**
**If you carry any ore, your ship becomes radioactive. If it tops out, you will too.**

① **Ship's Shield Status**
**Every shot sustained or collision suffered lowers the ship's shields. When these bottom out, the main energy banks are drained.**

⑤ **Ship's Computer**
**All incoming messages appear on your on-board VDU.**

⑥ **Direction Pointers**
**These are used to direct your ship around the current solar system. The direction of the pointer depends upon the code letters above it: SB shows the direction of the nearest Starbase; PO points to the map marker. XX denotes your mission target. Distance from the object is colour coded – the lighter the colour the nearer you are.**

⑦ **Stardate**
**Starting from a Stardate of zero, each Stardate unit equals ten seconds of real time.**

⑧ **Fuel Level**
**As this drops, your ship becomes (even more) sluggish. To refuel, pick up ore from nearby planets.**

**SYSTEM MAP**

Press the T key to display a map of the current solar system. The marker is displayed as a large flashing circle in the centre of the screen. Pods are displayed as white dots.

To zoom into your position, press A. To zoom out, press Q. And to return to the game, press X. The marker starts in the centre of the system, and can be moved around using the joystick or direction keys. You can point the left hand direction indicator towards either the Starbase or the marker by pressing key 1. When it's pointing at the system marker, the box above it reads PO. This allows you to fly straight to any point in the system. Beware (again)! You'll fly in a straight line so don't forget about any planets that might lie in your path!

**PLANETS**

You need to land on planets to pick up ore, minerals or people for the Starbases. Fly round a world until you find a warp hole – a pulsing square box. Enter this. Once inside, your ship's computer plots an orbital flight path for you to follow. This consists of a series of squares that you must fly through – make it through without collision and you'll end up flying though a forest before reaching the next sequence. The closer you keep to the flight path, the less forest you'll have to navigate! As you traverse the planet, missiles are launched which you must destroy with your lasers or just avoid. The more missiles you can destroy, the fewer will appear, until eventually no more missiles will appear on that planet during the game.

Now look for pods to pick up. Use the direction finder on the left and then visual signs on screen to guide you. Pods are represented by white pyramids; the exit by a green one. Any pods collected will be waiting outside the warp hole when you leave – unless you're low on fuel, in which case fuel pods will be used to refuel your ship.

**GALAXY MAP**

Press G to access the Galaxy Map. This shows you all the systems you can visit, the number of alien-controlled systems and how many systems you've already visited.

The pointer – a small purple square – can be moved around using the joystick or keys. When it's positioned over a system, the border changes colour and system information is displayed. The flashing dot on the map shows the system you are currently in.

Press X to return to the game. Information on the selected system is as follows:

**Name**: System name.
**Plan**: Number of planets in the system.
**Sick**: Is this a plague system (Yes or No). Beware (yet again)! If you enter a plague system (the background turns blue), you become infected and can then infect other systems. A system that stays 'sick' for 200 Stardates may be destroyed. There is an antidote, but you have to find it.
**Ruler**: One of three: Empire, Alien or You.
**Ore**: Displays the amount of ore available in the system.
**Min**: The amount of minerals in the system.
**Pop**: The number of people in the system.
**Inv**: Indicates the number of aliens invading the system.
**Visited**: Tells you if you have visited the system before.

**INTERSTELLAR TRAVEL**

To travel between systems, leave the edge of your present system and travel through the asteroid belt, avoiding collisions. Most can be reached directly but to get to some you'll need the special Hyperspace pod.

To reach the system shown to the left of your present position in the galaxy map, simply fly to the left hand edge of your present system, and so on. The time it takes to cross the asteroid belt depends upon how far away the other system is. If there's nothing in the direction you're heading, turn back – or else you could go on forever!

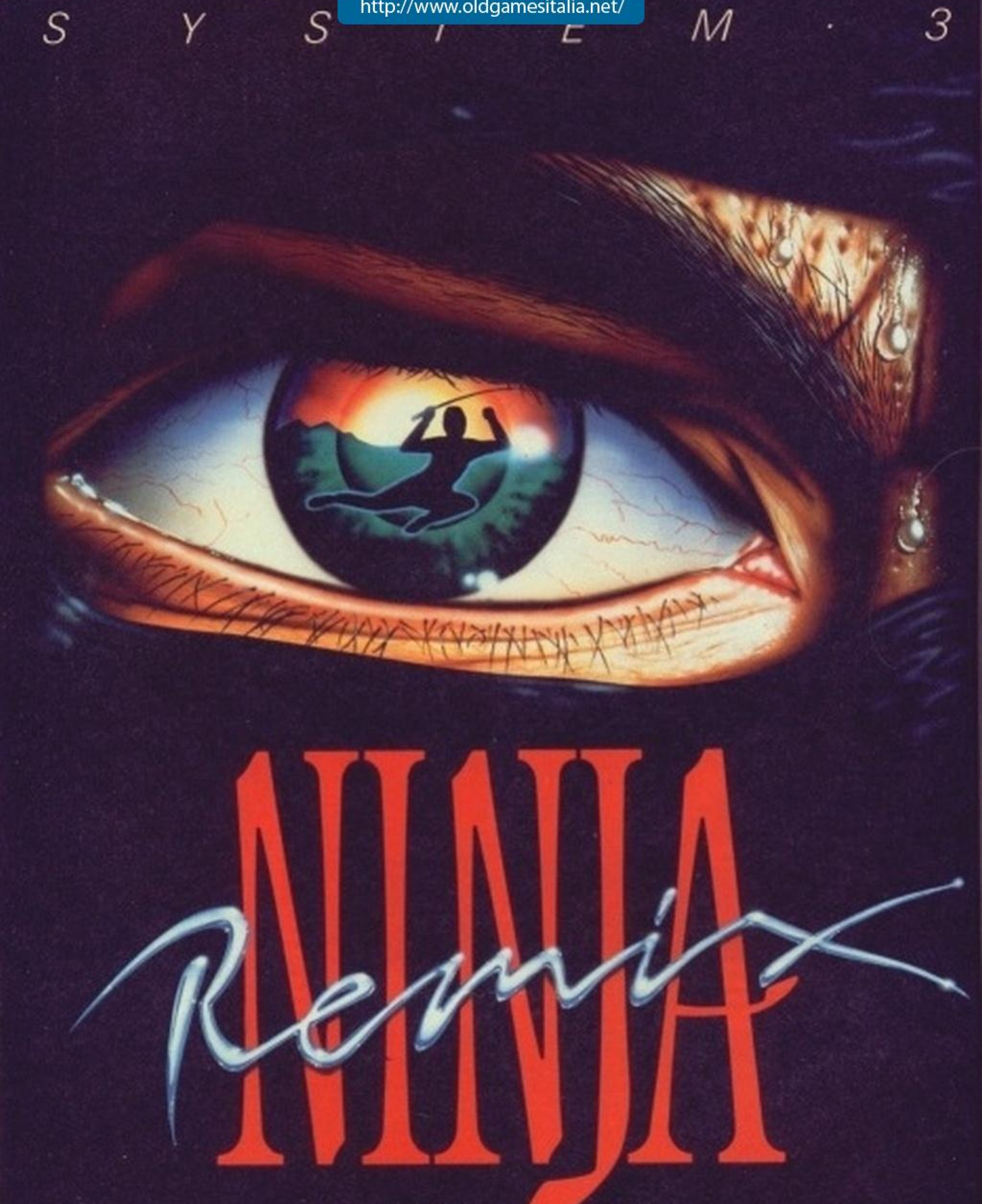
The left hand direction pointer shows the system you're heading for; the right hand pointer indicates the system you're leaving. Some systems are overrun – and controlled – by very fast aliens, so you won't find the Starbases at all helpful. If you manage to wipe out all the aliens in a system, the Empire reclaims it and you're well rewarded.

Once you've visited every system, strange things start happening. You can start to buy Starbases! When you own all the systems, there is one final task: you'll need to construct a Frontier Shield, using eight frontier generators. Each generator has a destination system which is displayed when you pick up a generator. You must deliver each one to its correct destination before the shield can be activated.

The shield's current status is displayed as a line around the systems in your galaxy map. Once the generators are in place, the boundary seals your empire and you've won.

**END GAME**

When you die, you're given a percentage rating based on how much of the game you've completed. It reflects both the stage of gameplay and the manner in which you performed as a player. It's possible then, that you could finish the game with a rating of less than 100%!



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WOW!! CF's crazy new ratings system explained in full!! (colour)

# Those darn CF reviews!

**Who reviews the games in COMMODORE FORMAT? What are all those strange little picutres for? And just what is a Corker? All these questions and more are answered below. Knowledge is power, so read on...**

**Reviews are important to us because we think they're important to you. The people who write them aren't important at all but if we tell you a bit about them they'll think they are.**

### Steve Jarratt

Well, yes he's old isn't he but he's so old that he once worked on Zzap! He worked on CU too. He's been a proud 64 owner since the beginning of time (time began when Commodore brought out the 64) and he's played so many games nearly all his hair has fallen out. Remember, if you play games as often as Steve does, this will happen to you. But you'll be happy...

### Sean Masterson

Zzap! was also once paid a visit by this man. Then he got better and went to edit White Dwarf, the RPG mag. After spending three years rolling dice, he finally admitted to missing computer games (at least we think that's what he said) and returned to Earth.

### Andy Dyer

Andy's all right, really. He can't spell. Or speak. Or walk. Or anything else for that matter. Oh, except for playing 64 games. Yes, he's quite good at that. Hmmm...

### Gordon Houghton

Known throughout the world as Granite Man Gordo, this ex-editor of Zzap! is the meanest games player you ever did see. He makes short work of shoot-'em-ups, piledrives platform games and annihilates all kinds of arcade adventure. Is it true that bullets fly off him?

### Kati Hamza

Kati too has done time on Zzap! and Your Sinclair and The One. Oo-er she knows her stuff does Kati. Cute as pie 'n' 'ard as nails... Spots a dodgy sprite miles off. Maybe this is why she prefers brain-burning adventures to knock about scrollin' screamin' death. Mind you, they don't call her Kapable Kati for nothing...

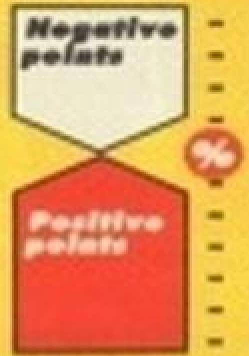
### Gutter Press

These four ugly mugs get dragged in every once in a while to be asked for their opinions on one or two of the games we review. They're all confirmed C64aholics so they know what they want from a game. Of course, you can write to us and tell us what you think anyway.

Commodore Format's review system is sublime in its simplicity: not for us half-baked ratings which no-one understands. Listen, it's really simple.

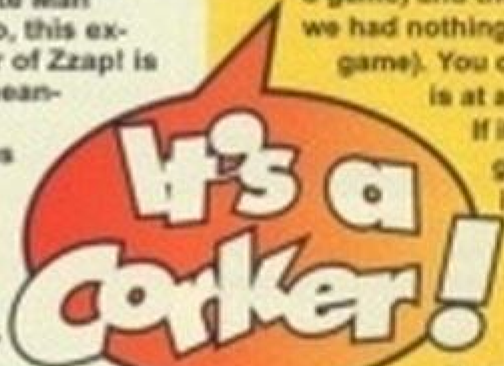
Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarise the main points at the end.

## CF RATINGS



When you get to the end of a review you see on of these (eyes left). This is a Powermeter and in it are all those summarised good and bad points about a game. Think of it as a well which is filled up by good points and emptied by bad ones.

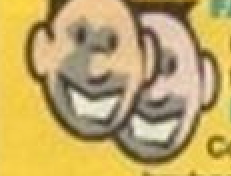
The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. Where the two parts meet, we put the rating. The highest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.


It's a Corker!

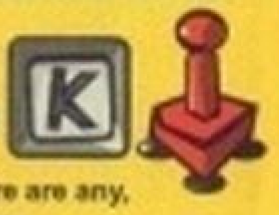
If it's a really, really good game and it gets over 90% it's a corker! And if you don't go out and buy it, you're plain stoopid.

## ICONS

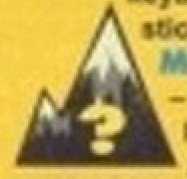
To make things nice and easy, we've knocked up some 'tell-at-a-glance' icon thingies so you can tell at a glance what standard features each game contains. They are:



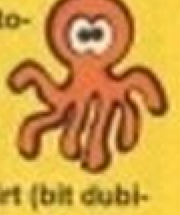
**FACE** – Number of players: the more heads, the more players there can be.



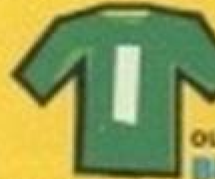
**KEYBOARD/JOYSTICK** – Control: keyboard, joystick or both.



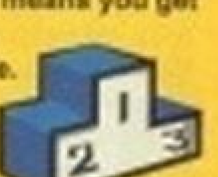
**MOUNTAINS** – Difficulty levels: if there are any, and how many.



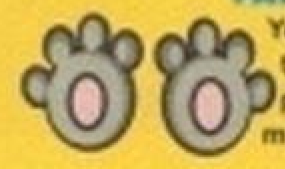
**OCTOPUS** – Multiload: if the octopus is here, the game's in bits.



**T-SHIRT** – Save option: if there is one, it gets the goalie's shirt (bit dubious, that one).



**BLOCKS** – This means you get the chance to gloat by putting your name in a high score table.



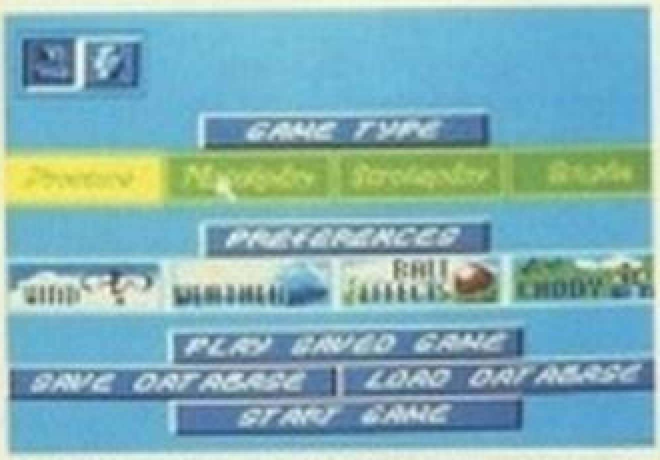
**PAWS** – Yep, there's a pause mode (groan).

**This simulation of baggy trousers and fun filled bunkers is the latest in a long tradition of golf games but is it the best? Even if you don't know a 4 Iron from a pair of plus fours, read on and find out how our reviewer coped with eighteen holes on a drizzling Friday morning...**

# Ultimate Golf

Right where's the cue? I could get a good break if I plan this right (*um, this is golf, Andy, not snooker – Ed*). Oh, the game with the vile trousers... it's all coming back to me now.

If I'm not mistaken, this box contains *Greg Norman's Ultimate Golf*, and the packaging's claim that it's 'the most accurate golf simulation yet to be developed for the home computer' could well be right judging from the boggling array of options available.



**Games with as much detail as this one can be ruined by unplayability. This one, however, has a fine, friendly menu system to get you going**

To begin with you have three choices of game type: Practice which is self explanatory, Matchplay in which winning is dependent on the amount of holes won and Strokeplay where winning depends on the overall number of shots taken to complete the course. Also available is the option to play alone or against up to three opponents, computer controlled or otherwise.

From the same menu you can choose the play conditions, including wind, weather, ball effects and caddy. The ball effects option toggles the operation of back and side spin on and off, whereas selecting caddy puts club choosing and choice of shot on automatic pilot (essential for this reviewer).

Then it's time to tee off from the first hole. The section of the course currently in view is drawn (oh-so slowly!) and a menu bar drops down to provide information regarding wind speed and direction, plus hole details such as distance, par and present number of strokes taken (lots, usually).

Time to click on the play icon and take your first swing: The two bars on the left determine the power and direction of the shot: press the fire button until you think the power is high enough and let go (let go! Urh, too late...). The second bar now slowly falls, while the 'swingometer' below wags left and right. Stop the swingometer dead centre before the bar reaches the bottom, otherwise the shot is hooked or sliced (which, unless you're playing some clever tactic, makes a crap shot).

## Scoring

Ever heard golfers talking about double bogeys and thought they were bandying disgusting nasal stories? Well think again. All they were doing was using strange terms to describe how many shots it took to complete a hole. Each hole on a course is given a par which is basically an optimum number of shots that it should take to complete. The par is based on the yardage and difficulty of the hole. So to help you here's a list of those whacky terms that you'll come across in the game

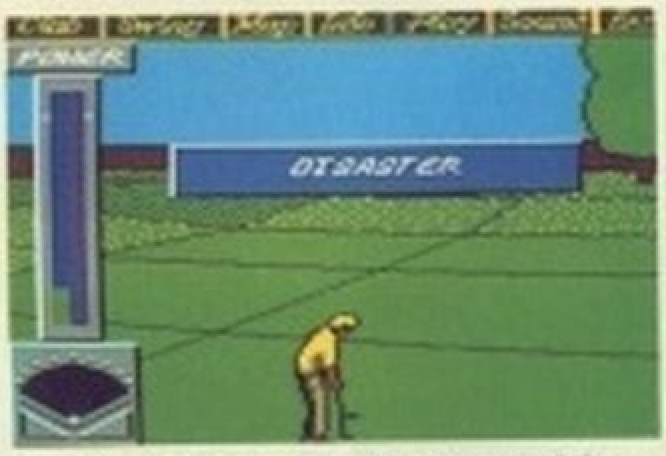
**ALBATROSS** – 3 under par
**EAGLE** – 2 under par
**BIRDIE** – 1 under par
**PAR** – Holed in the number of shots allocated to a particular hole. The standard score for a hole is based on length. Holes up to 250 yards are par 3, up to 475 yards par 4 and any hole over 476 yards is a par 5
**BOGEY** – 1 over par
**DOUBLE BOGEY** – 2 over par
ETC

**the only way to get the hang of this is trial & error**

You now get to repeat the whole process but from the ball's new position. If you're in trouble, a map feature allows you to view the current hole from any angle and get a better idea of the most effective shot to play.

Carry on in this manner until you reach the green where you take putter in hand and try to shunt the ball into the hole. When putting, only the power bar is used although there is an option to alter the direction of the putt in order to compensate for wind and the slope of the green.

And, basically, that's the routine for all 18 holes. However, you can increase the level of realism, by clicking on the swing icon to adjust the back and side spin of the shot. The only way to get the hang of this is trial and error and indeed my effort was a trial and full of errors. Nevertheless, I can see this feature being very useful for real fans of the game.

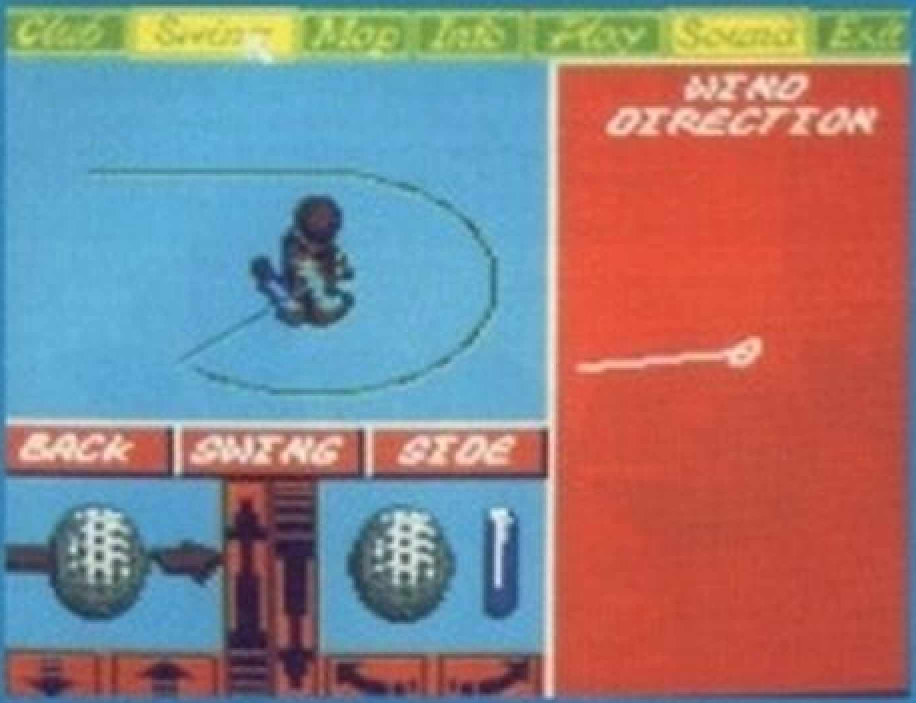


**Anything worse than a double bogey and the shot is termed a disaster. Don't beat around the bush, tell us what you really think**

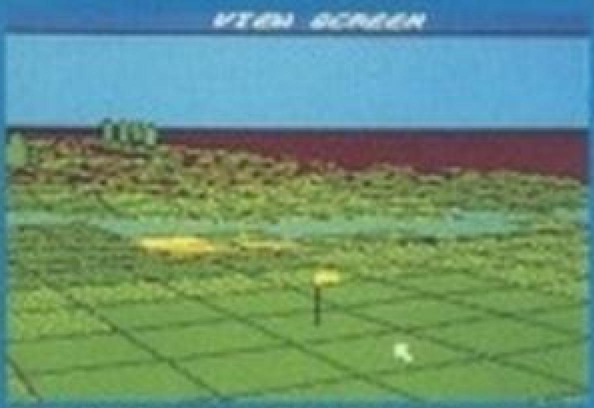
http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

## Club Selection

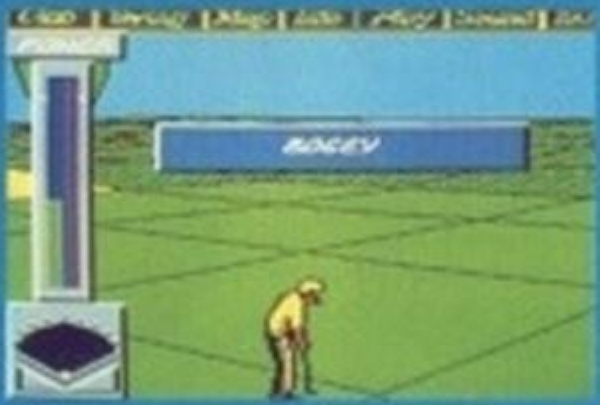
**In golf it is of the utmost importance to choose the correct club for any one shot. If y... *(What a load of old rubbish! All you do is get the biggest club you can find and whack the ball to kingdom come - Ed)* Oh dear, the poor old editor is a bit stupid, isn't he? In fact, correct club choice is vital to the game. When you tee off from a hole, one of the woods is used (these are called drivers) because they can send the ball long distances. The irons are used for middle distance shots, the wedges are for getting out of hazards and the putter is self explanatory. The difference between individual woods and irons is the angle of the head: a number 1 wood is less angled than a 5 wood and will therefore project the ball further.**



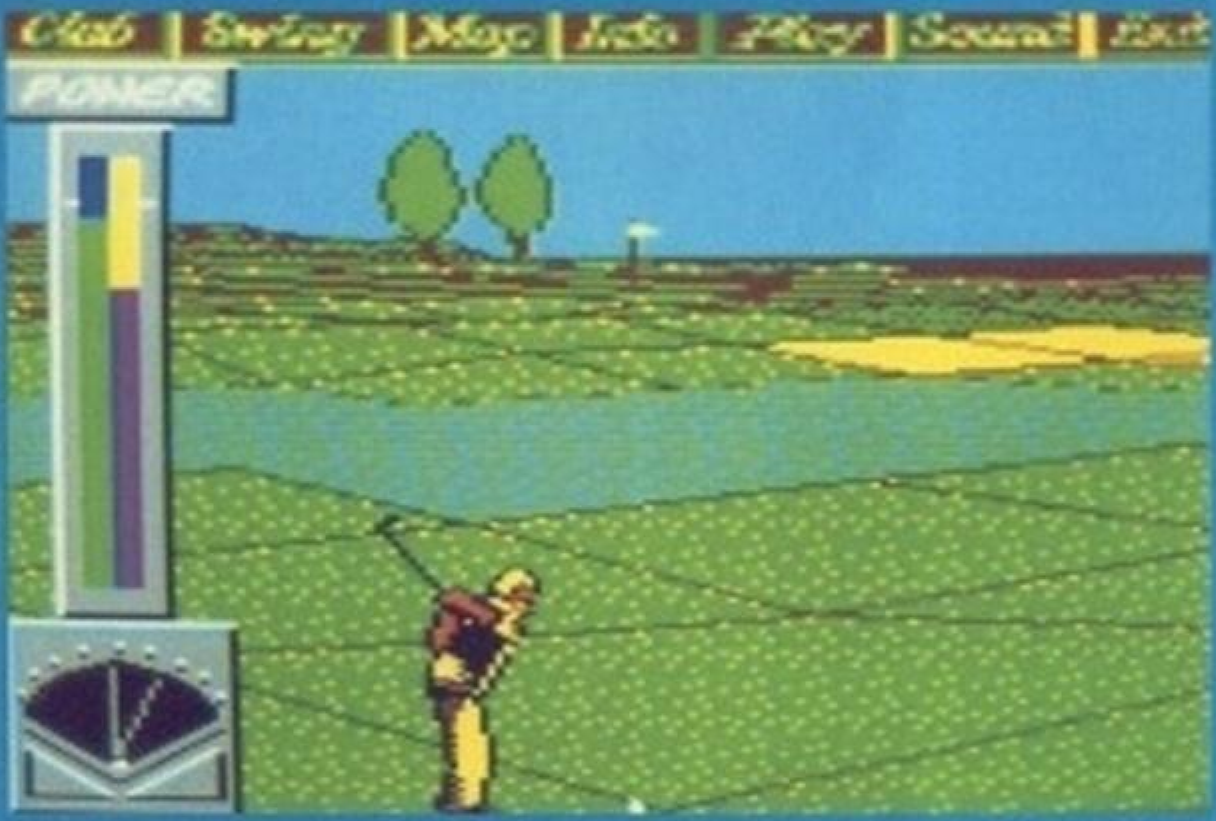
**How to crack a whip in one easy lesson? Not quite. This screen is a no go area to all but the most ardent golfers, as it allows you to finely adjust the back and side spin of your shot to achieve the most effective flight path of the ball. If you don't know what you're doing it may well do more harm than good but if you like the taste of defeat then go ahead and have a good laugh at your own expense. Everybody had a good laugh at mine**



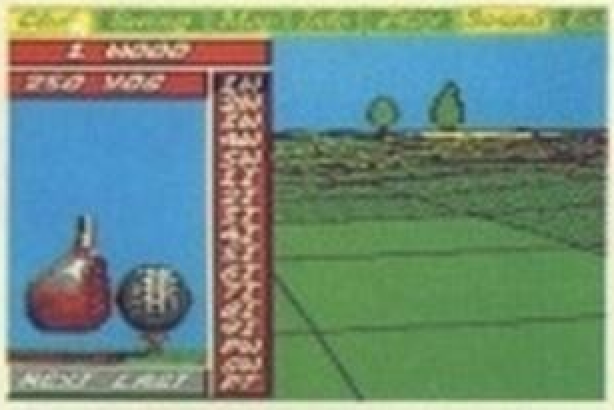
**If the 'behind the golfer' view is too restrictive, you can always wander round the course and see it from any angle**



**Realism a-plenty, the computer even informs you if your nose is becoming too clogged for effective play**



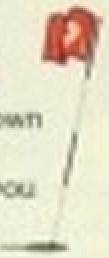
**Will our intrepid hero fall prey to the terrible water hazard or, worse still, the horrifying bunker beyond? If our previous attempts were anything to go by we'll hit both and get our seventh quadruple bogey (yuk)**



**From the club menu you can choose the most appropriate 'tool' for the job. The most appropriate tool around was Andy...**

*Ultimate Golf*'s graphics are really special. Well drawn trees adorn a landscape carved up with effectively rendered features. Pits, bunkers and water hazards are sympathetic with the rest of the landscape. Even the golfer is well animated and looks professional. As for sound, the loading tune is replaced in the game by spot effects like the club swooshing and the 'Wumf' of the ball landing in a bunker *(Wumf? – Ed)*.

The menu system allows almost instant access to the game. Although complex, each feature is presented in a straightforward and easy-to-use manner. Unfortunately, once you access one of these, the screen is redrawn (again...), which tries your patience somewhat. Aside from that, Gremlin have delivered.



*Ultimate Golf* is excellent (if let down slightly by a few idiosyncrasies). Thoroughly recommended – unless you hate golf, of course.

**ANDY**

| | |
|---|---|
| **Game** | **Ultimate Golf** |
| **Label** | **Gremlin** |
| **Disk** | **£14.99** |
| **Cassette** | **£19.99** |

## POWER RATING

**THE DOWNERS ...**

- Screen update is too slow to start with
- And accessing menus causes the screen to update! Aargh!!

100

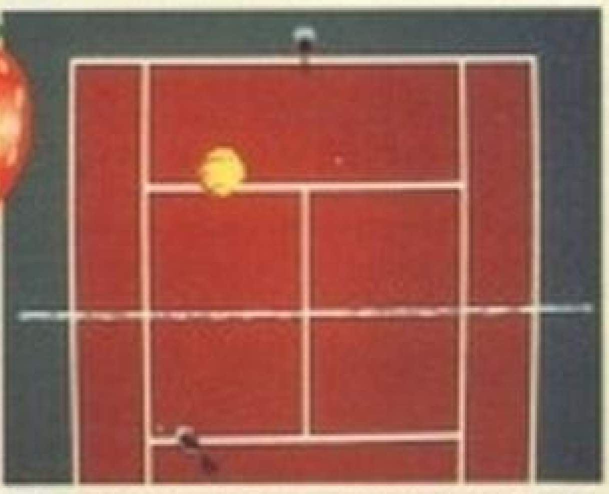
83%

0

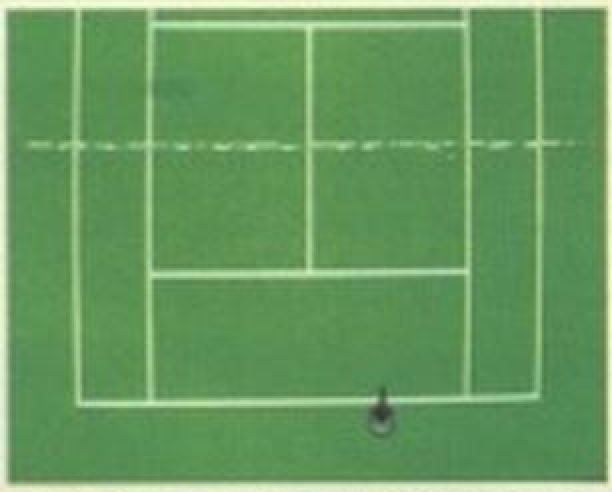
- **Graphics are excellent, well drawn with nicely animated golf-dude**
- **Good variety of scenery**
- **Choice of two courses adds variety**
- **Multi player option provides hours of fun for up to four golfing folk**
- **Computer opponents relieve boredom of playing alone**
- **Side and back spin adjustments will delight connoisseurs**
- **Map feature allows for more tactical game plans**
- **Different game types enhance the enjoyment no end**

**...AND THE UPPERS**

This tennis sim' from Ocean is sponsored by Adidas. (Do you pronounce that A-dee-das or Addy-das? answers on a postcard to...) Is that endorsement worth anything? Well, it's an unusual game in that the player doesn't actually move his on-screen counterpart around but concentrates on the type of shot to be played. The movement is carried out by the computer, which may sound a wee bit odd but does leave you free to concentrate on the more cerebral aspects of the game rather than those nasty physical bits that are abhorrent to someone as bone idle as me.



The lob is one of the most suspense-filled shots a player can make. What goes up must come down. But where?



There they are – Tie Break's top seeds. Can you climb the dizzy heights to the championship or is another British hope doomed?

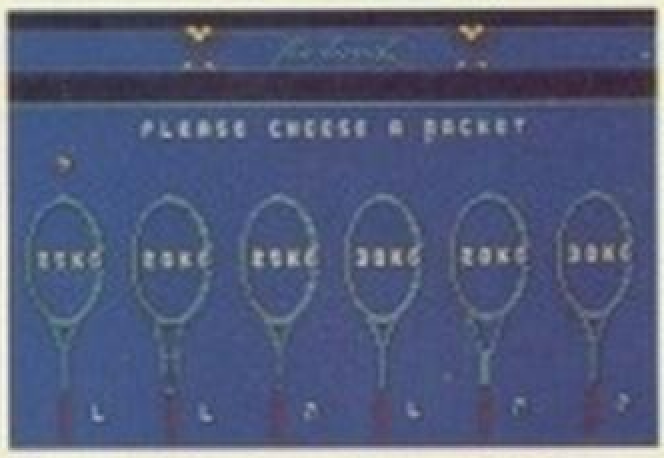
OY!! What's with all the fruit strawberry head?

# Tie Break

At the start of the game you are given three play options: World Tournament, which pits you against the planet's sixteen best players in the ludicrous hope that you'll rise through the ranks to become the bee's knees; Tournament, which allows you to play against up to three friends (but only if you send off for a special four-way joystick adaptor costing £5.00) and finally there's Practice, which lets you get used to the control system before you make an utter nerd of yourself in the proper events. Incidentally, you can play computer assisted doubles games without that adaptor.

The World Tournament option leads you through a series of menus from which you can input the number of players involved (these can be computer or human controlled) and the playing surface changes between grass, artificial grass, clay and PVC, depending on where you play. You can even choose the type of raquet you wish to use; anything from 20 to 35 kilos (that's string tension not weight, by the way).

in your first few games the opponent will whip your ass good



The right choice of raquet is essential. The higher the tension of the strings, the less power you need to put into the shot

| | |
|---|---|
| **Game** | **Tie Break** |
| **Maker** | **Ocean** |
| **Cassette** | **£9.99** |
| **Disk** | **£14.99** |

Before long it's time for your first thrashing. Make no mistake matey, in your first few games the opponent will whip your ass good.

The controls are very simplistic so good playing is solely dependent on the skill of the player, not on lucky breaks. Push the joystick forward and the player swings back, release the 'stick and the shot is completed. Use the same method for each of the four joystick positions for different types of shot. Pressing the fire button merely increases the strength of each of the shots.

This all becomes fairly straightforward with practice. The real skill is in timing your back-swing so that the ball goes where you want it. Swing early and you'll hook it left, swing late and it'll take a sweep to the right. Eventually, you'll be able to land the ball in your opponent's half so that he or she hasn't got a hope of returning it. But you've got to work at it.

*Tie Break*'s graphics are simplistic but neat. The animation of the players and balls, as well as details such as ball boys, is all accomplished with finesse. Play messages are quite pleasingly presented. The ball even seems to zoom out of the screen when you lob it. Sound effects, however, are few and far between: you get a simple thwack when you hit the ball and a variety of thuds when balls hit the courts. Quiet on court, please.

Above all the game is very playable: when you miss the ball you know it's because you're not very good at that type of shot. *Tie Break* is clever but it's not outstanding. Sport sim' fans will love it anyway but everyone else should give it a try first.

**ANDY**

## POWER RATING

**THE DOWNERS ...**

- Could be a bit repetitive to all but the most ardent tennis junkies
- A little more sound next time?

100

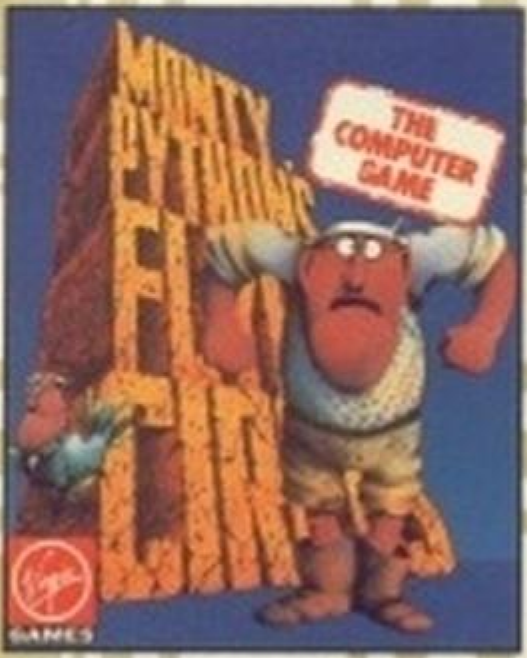
80%

0

- Computer controlled movement is a real blessing for those who like a more tactical challenge
- Graphics are very neat. Their clarity and definition avoid any confusion
- Doubles option with three of your friends sounds like a real hoot (remember that fiver though)
- Choice of raquets and playing surfaces adds a certain amount of realism
- Simplistic controls for complex tactical shots are excellently done. Precision play is within anyones reach
- Reasonable sound effects

**...AND THE UPPERS**

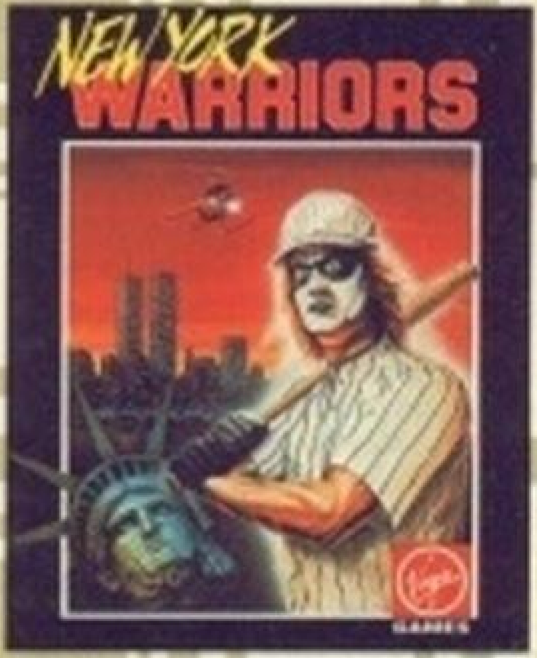
http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/



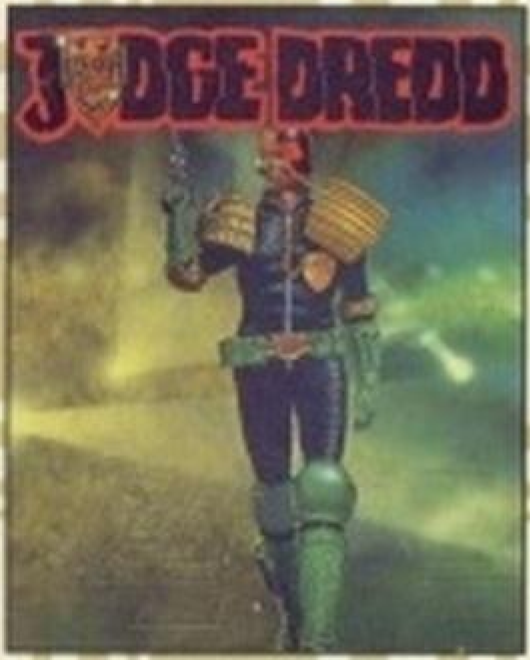
THE OFFICIAL MONTY PYTHON Computer Game has been internationally praised for its playability and humour, can *YOU* find Mr Gumby's Brain?

VIRGIN GAMES

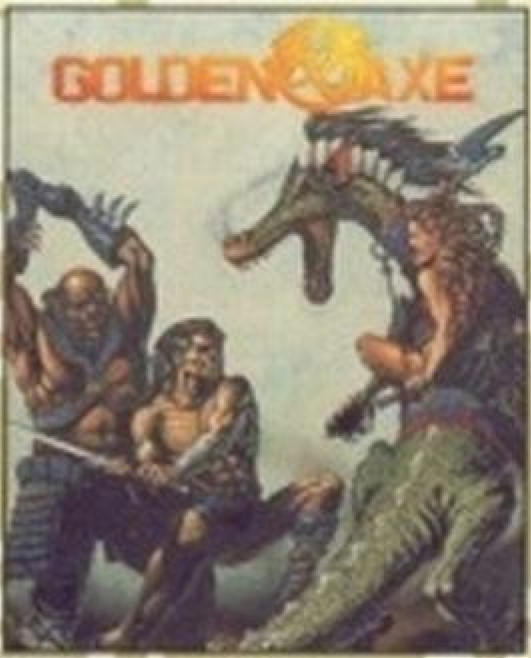
MELBOURNE HOUSE



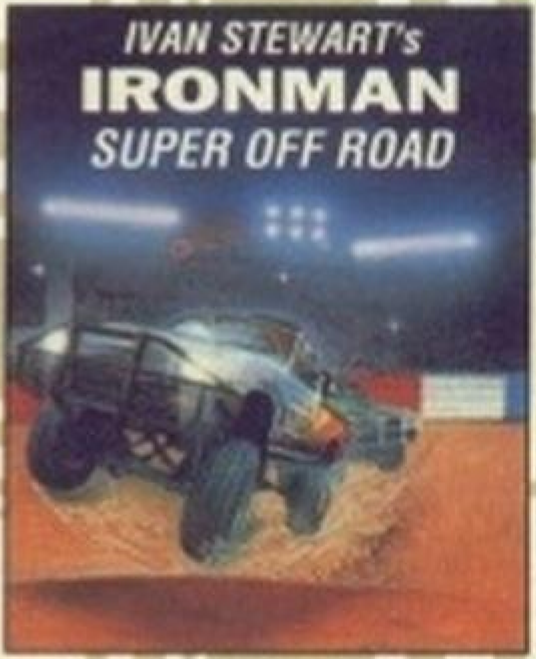
NEW YORK IN THE YEAR 2005. Terrorists are holding the city to ransom by planting a nuclear device in the World Trade Centre. Someone is needed to get rid of the Terrorists and defuse the bomb. Will it be *YOU*?



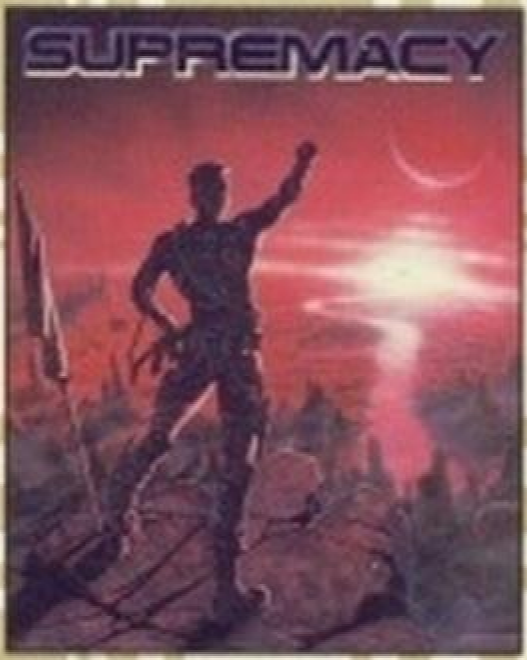
FROM THE COVER OF 2000 AD to the computer screen the Judge is sent to clear up the dregs of society in Mega-City One



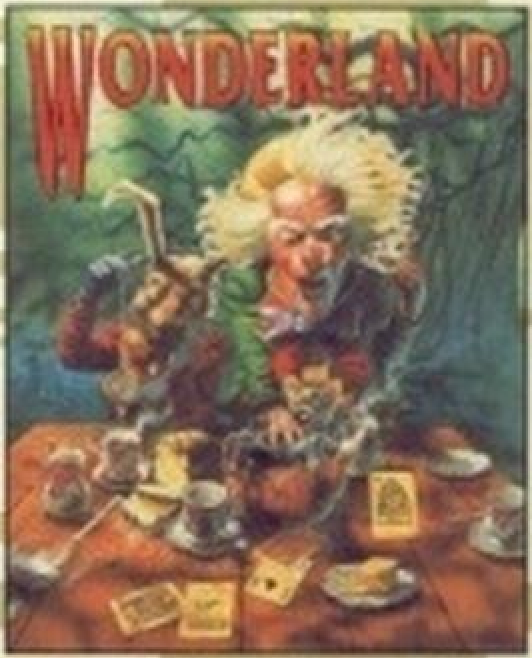
THE No. 1 ARCADE GAME! Now for computer. Mighty warriors, sword-swinging heroines, magic potions and dragon-riding knights are all part of this arcade hit



GRAB THE WHEEL and hit the Gas! Based on the No. 1 arcade game Super Off-Road is as close to genuine short-course racing as you can get



A STRATEGIC SPACE OPERA which thrusts the player into a head to head battle for domination against four enemy races



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|---|---|---|---|---|---|---|---|---|---|
| MONTY PYTHON | ● | ● | ● | ● | ● | ● | ● | ● | ● |
| N.Y. WARRIORS | | ● | | | | | ● | ● | ● |
| JUDGE DREDD | | ● | ● | ● | ● | ● | ● | ● | ● |
| SUPREMACY | ● | ● | ● | ● | | | | | |
| WONDERLAND | ● | ● | ● | | | | | | |
| GOLDEN AXE | | ● | ● | ● | ● | ● | ● | ● | ● |
| SUPER OFF ROAD | ● | ● | ● | ● | ● | ● | ● | ● | ● |

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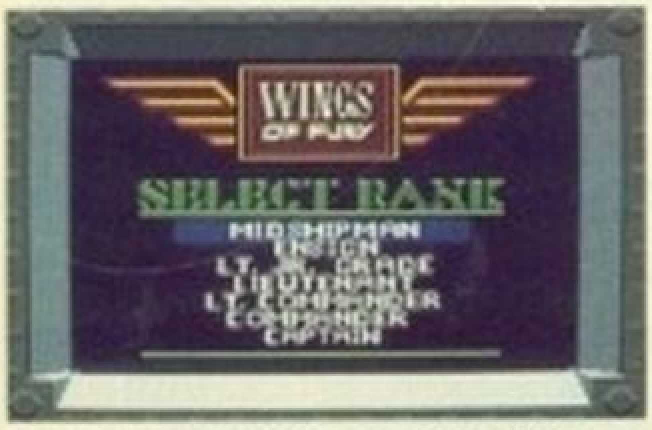
# Wings of Fury

**Does the idea of a game full of sun, sea and sand appeal to you? Sounds a bit boring really, doesn't it. Well... what if we add an aircarft carrier, a fighter bomber, some gun emplacements, enemy ships... For goodness sake, stop slavering. It's unhealthy**

It's 1944 and war in the Pacific. Your aircraft carrier, the USS Wasp, has been crippled by Japanese torpedoes. The stricken vessel is limping along, trying to return to a friendly port for repairs. The route is lined with groups of small islands inhabited by Japanese gun batteries, each with a contingent of soldiers. There are also ships of the Japanese navy, complete with a few more gun batteries and a handful of Zero fighters.

To enable the Wasp to make safe passage through these islands, someone has to disable the gun batteries, shoot the men, sink the ships and down the planes. And it's no good looking round, with your eyebrows raised... you're 'it'. Luckily, you have your trusty Grumman F6F Hellcat at your side (well, all around you, actually).



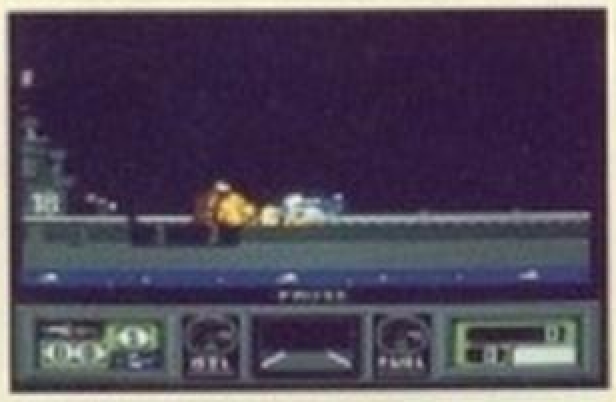
**Here's the rank select screen – effectively seven difficulty levels. Oh, don't be such a wimp, start on Captain level!**

To begin with, a small panel prompts a decision as to your choice of weapon: bombs are for dropping on land installations, rockets are for firing at enemy planes and the single torpedo is just made for launching towards Japanese warships. A jab of the fire button then brings the plane onto the deck. Your Hellcat is directed by joystick, and has a tricky little control method which relates to the side view, rather than your imaginary cockpit position. Push left to go left, with left/up to climb and left/down to dive. Push right to turn and fly right, and so on. It takes a couple of minutes to get used to but it makes sense. Anyway, give it some left/up and the plane taxis along the carrier's deck, lurches violently off the end, as if to plummet into the sea and just manages to claw its way into the sky with a tasty droning engine noise.

> no good looking round with your eyebrows raised you're 'it'

As you fly along (you generally fly from the carrier, right to left across enemy territory), you encounter the opposition. There's a small 3D screen which shows what's coming up – land, sea or ships – and if you want a more panoramic view of the surroundings, fly up past the top of the screen. Your viewpoint pulls back to about a quarter of a mile away, the land appearing as a narrow strip across the bottom, your hellcat as a weeny bunch of pixels. This sort of acts as a scanner: enemy emplacements, ships, planes and men are shown by colour-coded dots.

The idea is to clear each archipelago (group of islands, dummy), destroy the Japanese hardware and kill all the men. This is achieved by bombing the gun emplacements, hospitals (a bit sick, this) and barracks. At this point, the Jap soldiers come



**Another successful landing. Eh? Waddya mean? Look buddy, as far as I'm concerned, any landing is a success!**

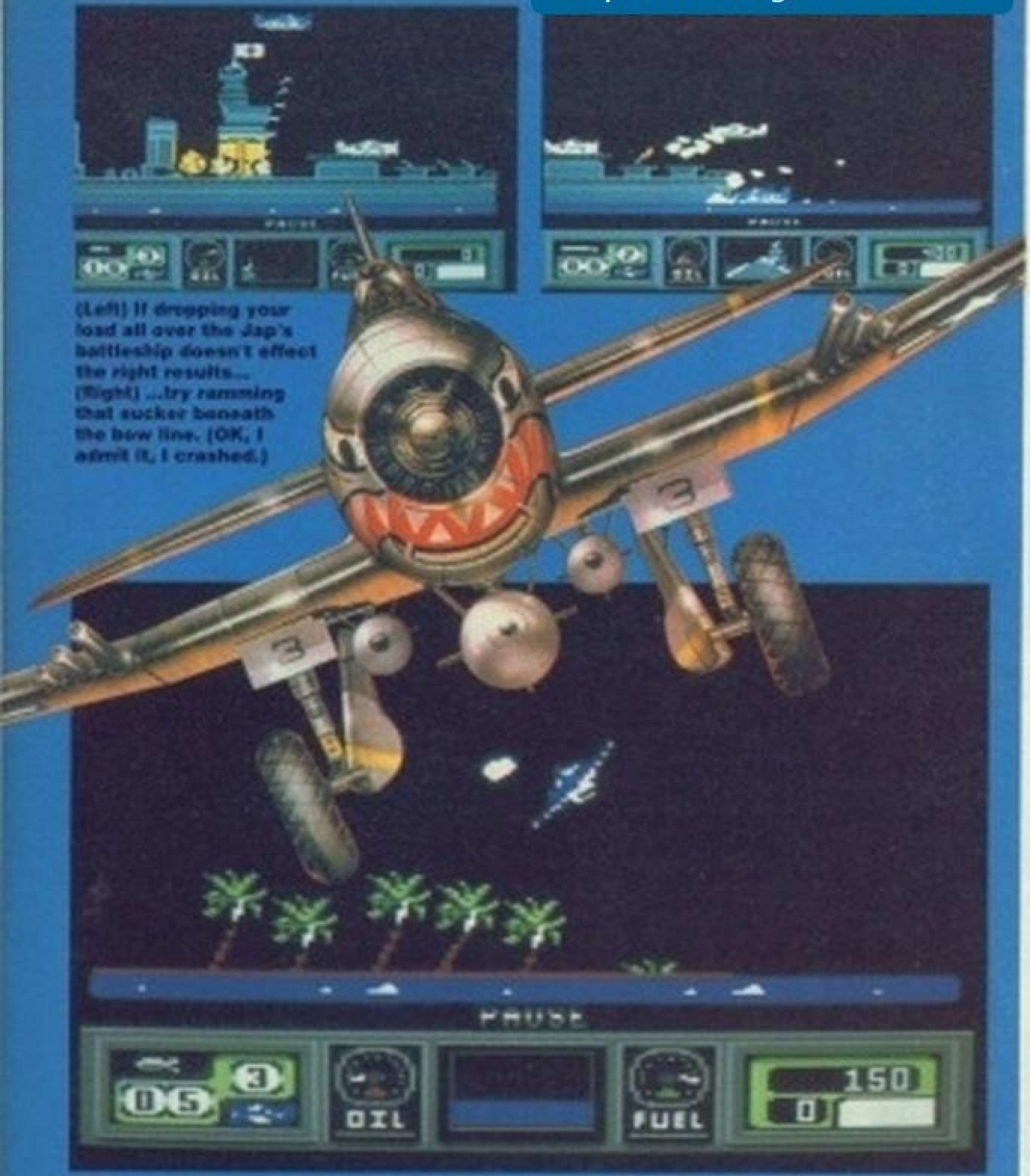
## The Hellcat's Claws

The first two prototypes of the F6F were ordered on June 30th 1941. 361 days later the first of these was given its maiden flight. The first production model was delivered to the navy a month later. The carrier USS Essex (itself the first of a new design) was the first vessel to carry a squadron of F6Fs in early 1943.

The Hellcat swung air superiority back in favour of US Carrier forces (it had previously been the domain of the Mitsubishi A6M Zeke). Eventually, Hellcats destroyed 4,947 enemy aircraft out of a total of 6,477 shot down by US Navy carrier pilots. Shore based F6Fs accounted for another 209 kills.

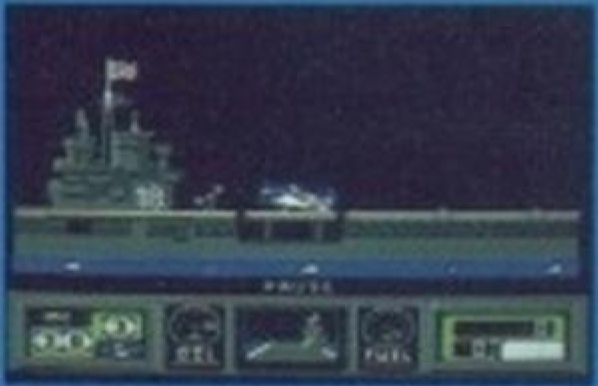
F6Fs were first used in combat in the second attack on Marcus Island on August 31st 1943. The Hellcat's predecessor, the Wildcat, was assigned to anti-submarine warfare. Britain received 930 F6Fs in total. Some took part in the raid against the German battleship Tirpitz.

**The version of the F6F that finally went into service was the F6F-3. The F6F-1 and -2 were prototypes, of which only one of each were built. Some later models survived to fight in the Korean War**

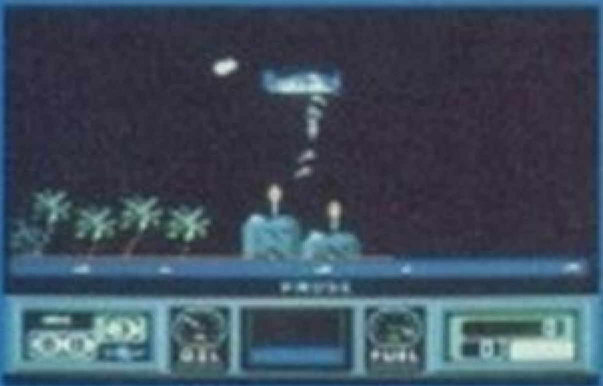


(Left) If dropping your load all over the Jap's battleship doesn't effect the right results... (Right) ...try ramming that sucker beneath the bow line. (OK, I admit it, I crashed.)

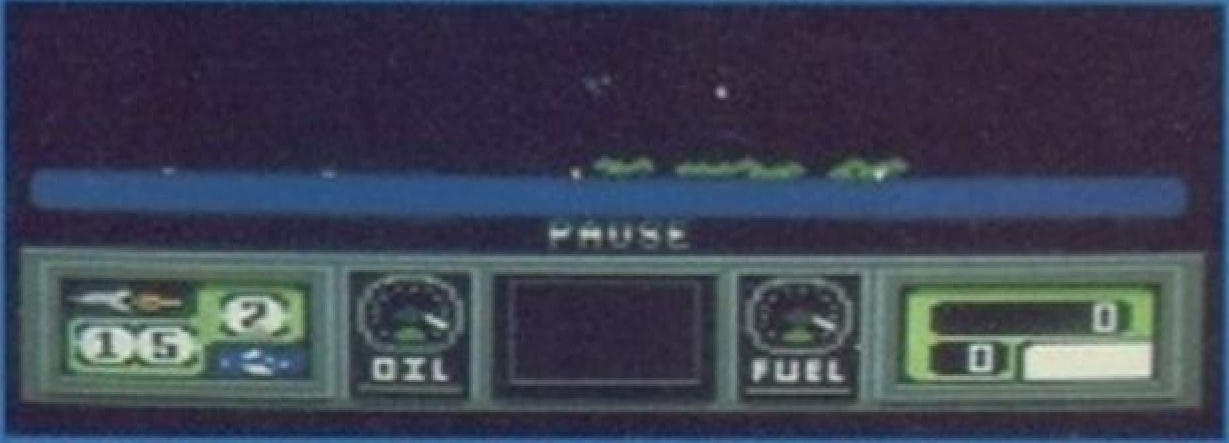
Here's a smart action shot of your F6F in mid-turn. Ahh, can't you just picture it? Swaying palm trees, golden sands and a thousand pounds of thermite ready to drop on the enemy!



From the innards of the carrier comes the Hellcat – armed to the teeth and ready to go. Well, except for the scaredy-cat pilot...



Ah-hah! Take that, you 4-inch concrete reinforced 75mm gun emplacement you. (And your little chum, too!)



Fly above the top of the screen and the long-distance scanner flicks into view. Believe it or not, that's your Hellcat there – the tiny blue blob in the middle!

| | |
|---|---|
| **Game** | **Wings of Fury** |
| **Maker** | **Domark** |
| **Cassette** | **not available** |
| **Disk** | **£14.99** |

running out and you've got to kill all these as well, using low-level strafing manoeuvres (actually, it's very sick). A scrolling message tells you when the level is cleared, at which point you can return to your ship.

You can land on the carrier ship at any time during the game to refuel, carry out repairs or to re-arm with bombs etc. However, landing is well tricky: you have to fly past the ship, turn and approach from the right, flying into the wind. Coming in almost level with the deck, you then stall the plane so it drops, tail-down, to catch its arrestor hook on the arresting cables (dead smart this bit – just like the real thing!).

However, if you come down past the cables, you've got to throttle forward and try to pick up enough steam to get in the air again. Otherwise you fall off the end, and it's scratch one Hellcat...

If you complete the level, you rise in rank (ranging from Midshipman to Captain) and start on the next. You can also select your rank before you start the game.

This is a real throw-back to Broderbund's early success, *Choplifter*. But for a game concept that's nearly eight years old, *Wings Of Fury* can still hack it with the best of them. The gameplay grows repetitive but as soon as you think you've had enough and turn off the machine, you want another go! With regards repeat plays, it's a real lasting investment. Morally dubious perhaps but plenty of fun definitely. Bombs away!

**STEVE**

## POWER RATING

**THE DOWNERS...**

- Jerky scrolling. Unforgiveable, since there's so little going on...
- Repetitive, even with seven missions
- Constant need to land and re-arm eventually grows tiresome

100

77%

- Incredibly addictive and very challenging (it's a toughie!)
- Choice of seven missions helps to keep that Hellcat in the air!
- Plenty of neat graphic effects: ship rolling, tiny animated deck crew etc.
- Superb animation as your plane banks, dives and climbs
- Unusual joystick control is comfortable and very precise
- The varied modes of combat keep the interest level high
- Sound is minimal, but good

**...AND THE UPPERS**

0

ATARI ST
AMIGA
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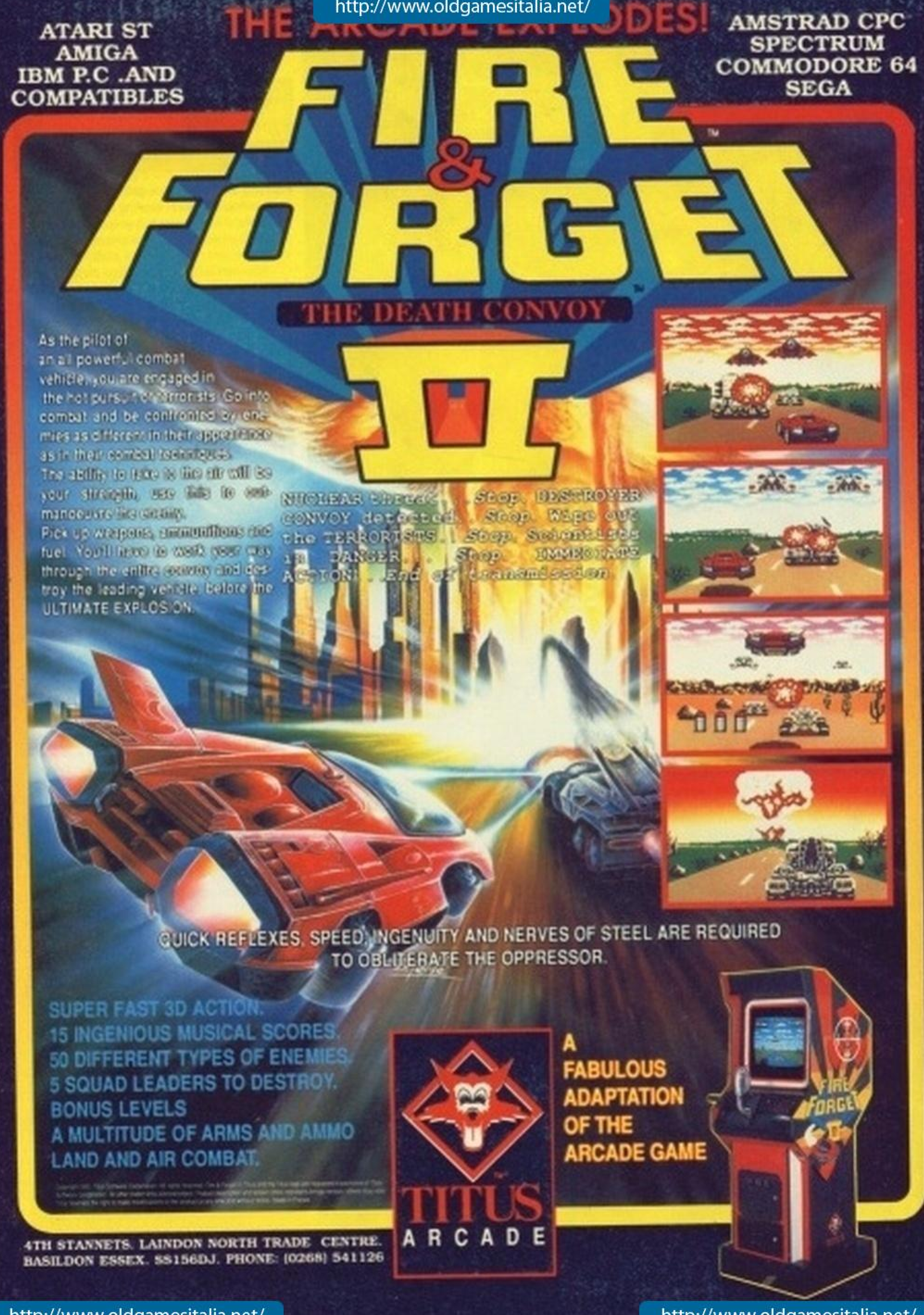
COMPATIBLES

AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA



As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle before the ULTIMATE EXPLOSION.

NUCLEAR threat . . Stop. DESTROYER CONVOY detected. . Stop. Wipe out the TERRORISTS . . Stop. Scientists in DANGER . . Stop. IMMEDIATE ACTION! . .End of transmission

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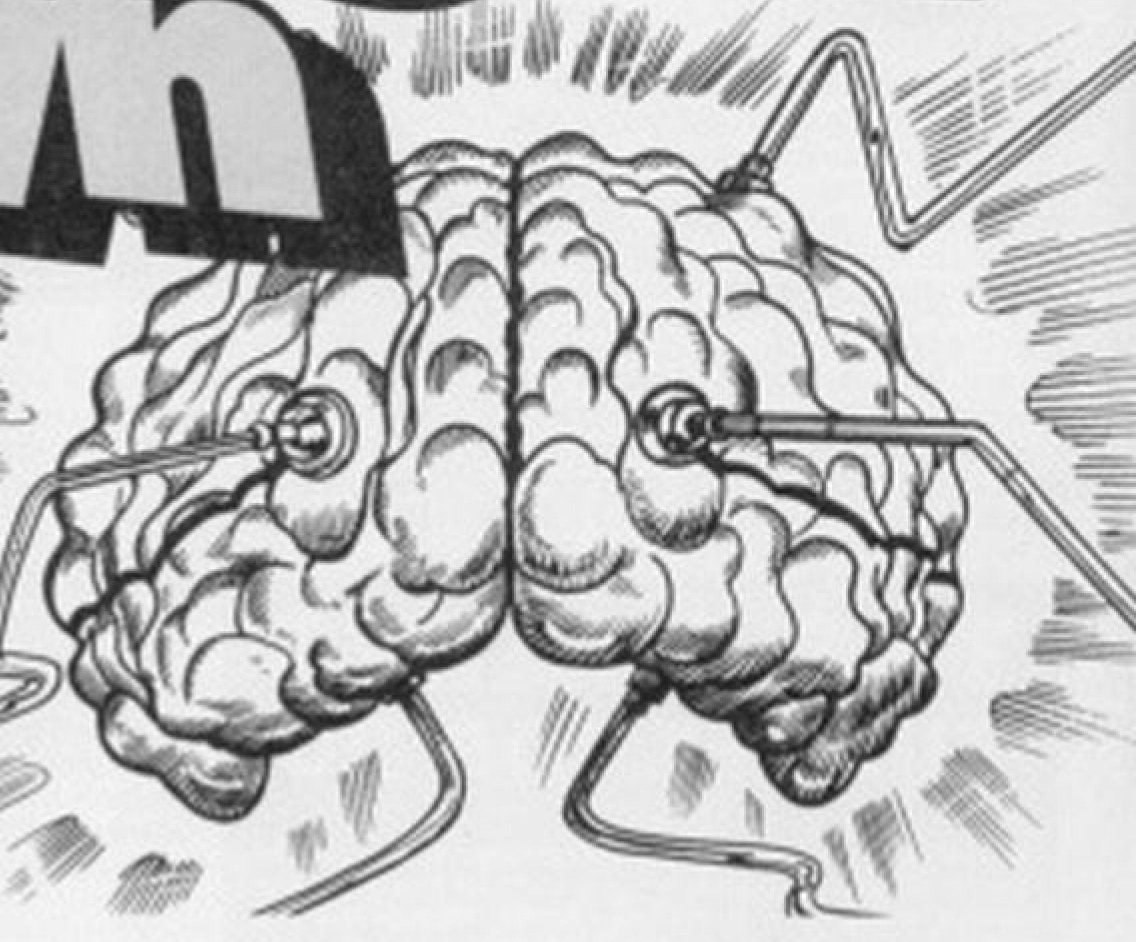
# The Mighty Brain



**Truly, there is no greater mind in all existence than that of The Mighty Brain. So why not ask it some questions? Send your letters to:**

**Commodore Format,**
**30 Monmouth Street,**
**Bath, Avon BA1 2BW**

## YOUR STARTER FOR FIVE...

Dear Mr Brain,

I've looked through issue one and I think it's totally and utterly wicked and it is better than any other magazine I've ever ever seen, so I said I will buy this every month. Anyway I'll get on with it, could you answer some questions please. Ok here they are:

1) Who invented *CF* magazine?
2) Will you be giving any free, yes, free stickers in the next five issues?
3) Will the *CF* magazine be about C64 mainly?
4) Could you put in one or two typed games in a month?
5) Could you put *Robocop* on issue 2-3 on the front cover please? Oh yes, I really love this magazine.

**P J Wildie, Lincoln**

*Well P J, you certainly do seem to be completely besotted with our little magazine, don't you?*

*In answer to you queries:*

*1)* CF *magazine was all my idea.*
*2) No. Sorry.*
*3) Yes.*
*4) If someone is willing to send them in, we'll print them. But what's the matter with the games on the tape?*
*5) It's doubtful that* Robocop *will be on the cover of issue three (and as you probably noticed, he isn't on the front of this issue either). However, issue four is still a mystery to us (well, not to me, of course, but the rest of the team don't have a clue!).*

**TMB**

## C64GS RIP?

Dear Mighty One,

I received the news of the C64GS with mixed emotions. Great news in that finally high quality cartridges will be available for use with the C64, but I wonder just how successful the C64GS can be.

Selling at £99 for the console, joystick and four naff games, who will buy it? For a mere £40 more (the cost of two cartridges) you can get a C64, light gun, joystick, tape recorder and a package of top games.Such a package gives you a computer that can be used for a great variety of things. A lot of interfaceable hardware exists and the tape deck gives the user access to literally thousands of games – few of which will be re-released on cartridge (better a short wait for loading than no game at all). But the biggest advantage is that all the cartridges for the C64GS will work on the C64.

So, Mighty Brain, am I wrong in thinking the message to all readers should be, 'buy a C64 not a C64GS – for a few extra pounds you get one heck of a lot more?'

**Neil Brotherton, Newcastle-Upon-Tyne**

*That's a strong argument against Commodore's new console, Neil, but at the end of the day you have to decide just exactly what you want your machine for. If you want a computer to write on, draw pictures, print letters and so on, then yes, the C64 is 'the business'.*

*But, for anyone who simply wants to play games, the C64GS is the bee's legs.* (That's 'bee's knees' – Ed.) *The C64GS is neat, compact and very simple to use. A lot of people couldn't care less about 'productivity software' and so don't need all those expensive, clumsy peripherals, and don't even need a keyboard. £40 is a lot of money to spend on adaptability that you're never going to use.*

*The C64 is a great games machine, but is crippled by a tape loading system that is years out of date, and possibly the slowest disk drive in existence. With a C64GS, a joystick and games on cartridge (which are soon to outshine anything that has been before – I know these things), you have, arguably, the most powerful games machine for the money in the world. You pays your money and you takes your choice.*

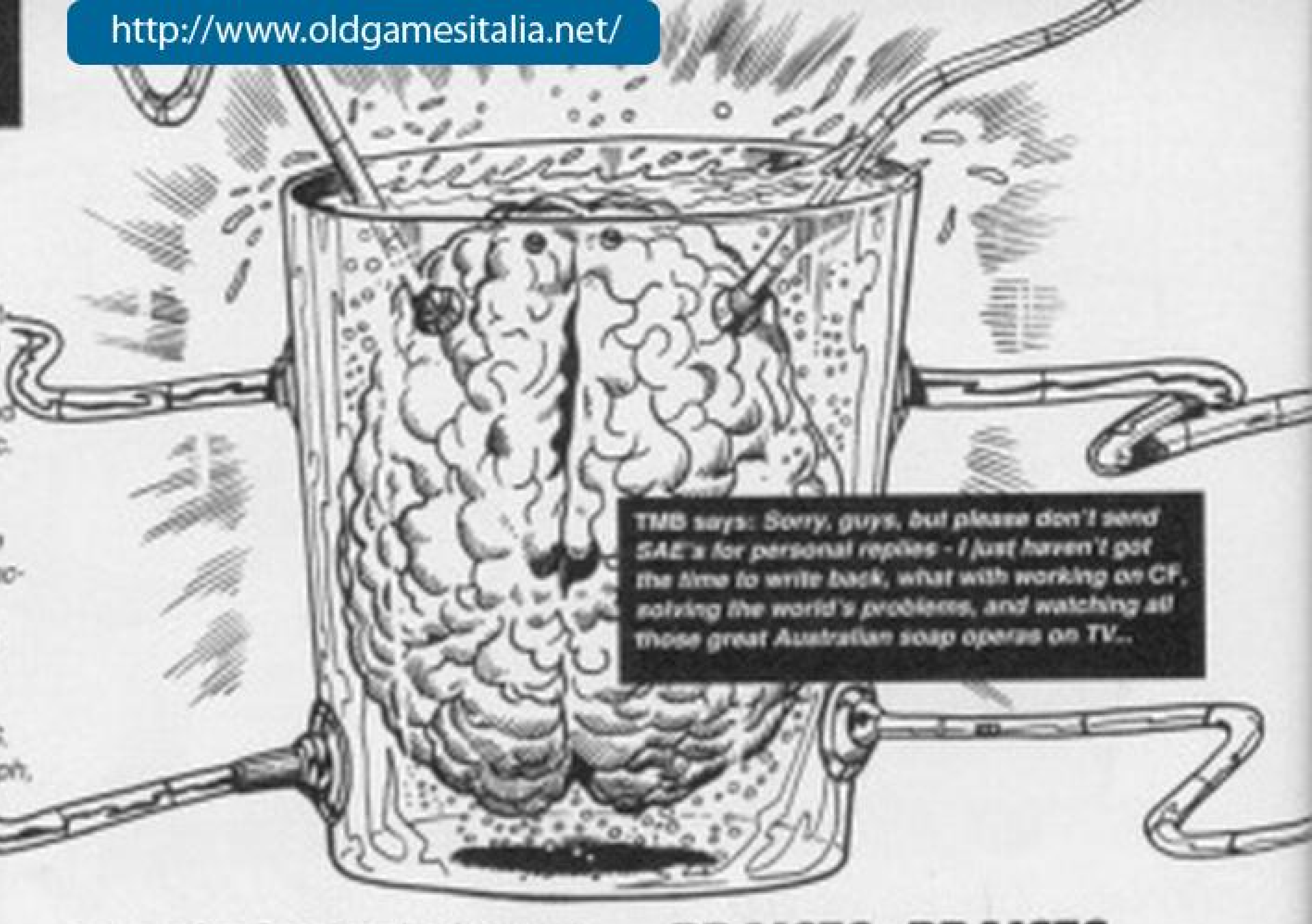
**TMB**

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

## HAPPY STICKS

To Mighty Brain,
At my school I am doing a special study in technology on joysticks. I have written a letter to Quickshot, but I haven't been able to find the address for them, so I would be grateful if you could tell me the address and others if you can, like Konix, Powerplay etc.
**Nicholas Tarry, Leicester**

*Problem solved, Nick. I scanned my infinite memory, and picked a few joystick manufacturers at random...*
*Dynamics Marketing Ltd, Royton, Oldham OL2 6JZ*
*Cheetah Marketing Ltd, Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS.*
*Powerplay Joysticks, Slackcote Lane, Delph, Oldham, OL3 5TW.*
**TMB**



*TMB says: Sorry, guys, but please don't send SAE's for personal replies - I just haven't got the time to write back, what with working on CF, solving the world's problems, and watching all those great Australian soap operas on TV...*

## DTP ON CART

Dear The Mighty Brain,
Congratulations on a great magazine. The mix of software, harware and productivity reviews is great and I love the cover cassette. Anyway, enough of that and onto my question. After reading the review of the DTP package *Stop Press* I saw it only came on disk. Are there any plans for a cassette (or even cartridge) version as I would very much like to buy it but unfortunately don't have a disk drive.
**Michael Pearce, Gwent**

# THE CHARTS

## BUDGET TOP 20

**If you're a budding Roger Frames, and want to know what's hot and what's not on the cheapie scene, keep an eye on the charts. Here's the top 20 for budget software (£4.99 and below). Last month's placing is in brackets: = means it hasn't moved, and - means it wasn't here last month.**

**Totally manic: no fewer than nine new entries including the number one and two spots! All the other entries (apart from *Ruff and Reddy*. Er... and *Quattro Sports*) have tumbled down the chart. The biggest drop is by *Big Trouble in Little China* which drops 19 places and is destined to disappear forever... Probably.**

**1 (-) QUATTRO ADVENTURE – CodeMasters**
**2 (-) RASTAN – Hit Squad**
**3 (5) QUATTRO SPORTS – CodeMasters**
**4 (3) FANTASY WORLD DIZZY – CodeMasters**
**5 (-) SALAMANDER – Hit Squad**
**6 (2) PAPERBOY – Encore**
**7 (-) DALEY THOMPSON'S OLYMPIC CHALLENGE – Hit Squad**
**8 (1) PRO BOXING – CodeMasters**
**9 (4) MATCH DAY 2 – Hit Squad**
**10 (6) YOGI'S GREAT ESCAPE – HiTec Software**
**11 (-) 4X4 OFF ROAD RACING – Kixx**
**12 (7) ROAD BLASTERS – Kixx**
**13 (-) PRINCE CLUMSY – CodeMasters**
**14 (-) A QUESTION OF SPORT – Encore**
**15 (-) QUATTRO COMBAT – CodeMasters**
**16 (17) RUFF AND REDDY – HiTec Software**
**17 (10) DRAGON'S LAIR – Encore**
**18 (-) SUMMER OLYMPIAD – Micro value**
**19 (15) IMPOSSIBLE MISSION 2 – Kixx**
**20 (11) INDIANA JONES AND THE TEMPLE OF DOOM – Kixx**

*Sorry, Michael. It's disk or nothing I'm afraid, and there are no plans to put* Stop Press *on cartridge as yet (although it's a pretty good idea!). You'd probably find the program almost unusable on cassette anyway.*
**TMB**

## CART 128

Dear Brain,
Amazing. Fantastic. Mega. These three words describe your brill mag. I do read other Commodore magazines but with those you have to put up with Amiga reviews etc (fine if you own one). But yours is 64 through and through – just what we wanted.

As regards the tape, what can I say? Only that it knocks spots off most full price games (phew! If that doesn't get me printed, nothing will).

Now for my question. As I own a Commodore 128, will the new C64 cartridges be compatible?
**Roger Foster, Norfolk**

*128 owners can rest assured that the new carts plug straight in, no problem. Not only that, but as soon as you turn on, the game runs without having to switch to 64 mode.*
**TMB**

## PRAISES, PRAISES

Dear Brian
I've just bought the first issue of *Commodore Format* and I'd just like to say, 'It's fantastic, great, cool, a tad crucial, brilliant, mentally good, better than a kick in the teeth, innit John?' But I can't because that wouldn't do it justice, so I'll not bother.

So I'll say, 'It's the best mag around, and as you say (well, write) it is truly for the C64 only.' OK, there you go – I just said it!

The idea of a tape on the cover of every ishoo is fantastic. All those free games! Maybe I should change my name to Roger Frames (*you do and I'll sue for damages – RF*). Your first tape was excellent; I loved *Revolution* – mega game! I bought *Tau Ceti* yonks ago (47 minutes before TMB crawled out from under a meteor) and the instructions were really crap so I gave it up as a bad 'un. But thanks to your blindingly good explanations of the game and that well handy tips pages I'll start playing it again. While we're on about improvements, when are you going to start a list of the highest scoring people on certain games coz I want to appear on it for whipping the entire Universe at *Turrican* and *R-Type*. I can finish them with my eyes tied behind my back and my hands closed(?). Item 9 (CM 115) on your mail order pages should read 'A massive game to keep you to keep you going for a long time if you're incredibly useless or next to no time at all if you're initials are DS'!

Well, that's all folks – except thanks for breaking away from the idea of involving Amiga (retch, spew, choke) reviews etc. The mag is well trendy, don't dare change it without asking.
**Darren Slupek, Invergordon**

*Thanks for the nice words, Darren. I do my best (I've no doubt the rest of the team do their best too, although it doesn't amount to very much).*

*It's a big thank you to Simon Pick for* Revolution, *and yes, it is very good, isn't it. I almost couldn't have done better myself. For your information, I didn't 'crawl out from under a meteor' a few years ago. I have* *been on this planet for several billion years waiting for you chimps to evolve into creatures with whom I could have a conversation on equal terms. I'm still waiting.*

*The idea of a high score table was something that flashed through my mind briefly some time next week (did I mention that I exist within several time planes as well?) Unfortunately, the table would look something like this:*

**COMMODORE FORMAT HIGH SCORES**

| GAME | SCORE | PLAYER |
|---|---|---|
| Any | Infinite | The Mighty Brain |

*As you can imagine, I would be more than happy to have this printed every month – but would you?*

**TMB**

## MORE QUESTIONS

Dear Mighty Brain,

1) Why did you print me in the magazine 'my letter'?

2) Tell us why you called this Brain Box page. (I'm not complaining or anything.)

3) Could you please give or send me a poster. If you don't, I'll understand.

**Lee Waby, Lincoln**

*1) I'm sorry, we don't produce a magazine called My Letter.*

*2) The Mighty Brain section is simply named after my good self: the omniscient, omnipotent, all-seeing Mighty brain. Who else?*

*3) Turn to page 50. I think you'll understand.*

**TMB**

## CHEAP KICKS

Dear Mighty Brain

Could you answer a few questions for me?

1) Was *Kung-Fu Master* ever released on budget for the C64?

2) Are there any plans to convert the coin-op *Beast Busters* to the C64?

3) Where is the C64 *Hard Drivin'*?

4) What went wrong with C64 *Chase HQ*? It's rubbish!

**Matthew Heard, Rotherham**

*Of course I'll answer your questions, Matthew. If I don't do it, one of my 'team mates' will – and you wouldn't want that.*

*1) No, surprisingly* Kung-Fu Master *has never appeared on budget. However, it was one of the 20-odd games that made it onto* Gold's History In The Making *compilation pack. This too has been discontinued, but there are still some disk versions around. If you would care to write to Auntie Danielle Woodyatt, at US Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX she just might be able to help you out...*

*2) Ah, now this is better news. I can exclusively reveal that Activision have the rights to this extremely sick shoot 'em up, and are currently planning a C64 version as you read this!*

*3)* Hard Drivin' *never appeared on the C64 but fear not. Andy 'atom brain' Dyer is busy reviewing the current range of compilation packs available for a feature next issue, including DoMark's* TNT *which boasts the 64*

# Cartridge Crazy!

**With news of the C64GS console and Commodore's new console design, loads of software houses have been signing up to slap their new games on silicon 'stead of disk 'n' tape. So far we've heard of more than 60 possibles! Here's the full run-down of all the games you can expect to see on cart very soon:**

### ANCO

Their very own *Kick Off* should be out on ROM soon.

### COMMODORE

As well as the stonking compilation cart that comes with the console (*Flimbo's Quest, International Soccer, Fiendish Freddy* and *Klax*), Commodore also have the old chestnut *Jack Attack* (rumoured to be named after Jack Tramiel who resigned as head of Commodore and left to run Atari). It's old, but fun.

### DOMARK

Coming at the beginning of next year are *Vindicators* and *Cyberball* which haven't even been on tape or disk before. These will be closely followed by *The Spy Who Loved Me, Badlands, STUN Runner* and a special version of *Hard Drivin'*!

### ELECTRONIC ZOO

The classic football flicker *Subbuteo* is destined to become cartridge fodder, while Elecky Zoo's shoot 'em up *Orcus* (previewed last ish) is also planned to make an appearance on cart.

### EPYX

Epyx's classic sports sims will be taking the cartridge route, including *The Games – Winter Edition, The Games – Summer Edition* and *California Games*. These were good but almost crippled by multi-loads, so cartridge should be just what the doctor ordered!

### INFOGRAMES

The French company gets in on the act with the Op Wolf-style shoot 'em up, *Prohibition* and their spooky little title, *Bubble Ghost*.

### MICROPROSE

*Rick Dangerous 2* should be even more of a corker on cart and the Amiga-mega *Stargilder 2* looks like getting a look in, too! We wait with bated breath.

### MINDSCAPE

Role players should start saving for *Ultima VI* on cart. The inclusion of a battery back-up would no doubt make this a stunning adventure game.

### MIRRORSOFT

*Bloodwych* is a definite and *Falcon* is a possible – both of which both get the *CF* thumbs-up! And wouldn't it be nice if those incredibly heavy multiload games from Cinemaware were put onto cartridge...

### OCEAN

As expected, Ocean are really doing the biz on cart, so stand by for *Batman, Operation Thunderbolt, Robocop 2, Special Criminal Investigation (Chase HQ II)* and the Amiga-owners' fave, *Shadow Of The Beast* (this is currently on special offer in our mail order pages, plug, plug!).

### SYSTEM 3

System 3 are possibly the biggest fans of the C64 at the moment, and they are right behind the cartridge. Before Christmas, keep an eye out for the *Last Ninja Re-mix, Last Ninja 3, International Karate Deluxe, Myth, Vendetta* and Chris Butler's *Turbocharge* ('The ultimate racing game on the 64: it'll outlap all its competitors'!). After Xmas, they've got *Dawn Of Steel* (the sequel to *Myth*) and *Deadlock*. Phew!

### THE DISK CO.

Bit of an unknown quantity these people. However, it's rumoured that they have such yummy titles as *Rick Dangerous, Stunt Car Racer, Microprose Soccer, Pro Tennis, Pro Skate Board* and *Fast Food* on their list of converts.

### TITUS

As well as their biggy, *Dick Tracy*, Titus are ready to hit you with *Crazy Cars II, Wild Streets, Fire and Forget 2, Battlestorm* and *Crazy Bikes*.

*Crazy Cars II* plops you in the comfy seat of a Ferrari F40 and sets you offf on a wild chase across four US states in pursuit of a stolen car racket.

More race 'n' blast action in *Fire and Forget 2* – the technically superior sequel to *Fire and Forget*. This time your car hovers too!

In the beat 'n' shoot 'em up *Wild Streets* you're up against swarms of terrorists armed with nothing but a fierce array of martial arts, a Magnum .357 and a black panther. Er... doesn't sound too bad, does it?

### US GOLD

Only one cart on the cards from US Gold, with Michael Jackson's *Moonwalker*. Still, one to watch out for fans of whacko...

### UBI SOFT

Watch out for *Pro Tennis Tour* and Ubi's up-and-coming role player, *B.A.T.* in the not too distant future.

*version of* Hard Drivin'. *However, I have spent several minutes witnessing this game in action and you might be advised to wait for the full review before consigning any cash to the till...*

*4) Well I didn't write it for a start. Why not try out our exclusive demo of* Chase HQ 2 *which is on next month's cover tape? I think you'll be pleasantly surprised!*

**TMB**

## GETTING PERSONAL

Dear The Mighty Brain

I would like to congratulate your very first issue of Commodore Format. I think it is brilliant, and as I have an IQ of two less than infinity, I am most likely to be correct.

I also have a few questions to ask the Mighty One, which I hope he will be able to answer for me:

1) On a future issue, is there any chance of a playable demo of either *Golden Axe* or *Teenage Mutant Ninja Turtles*.?

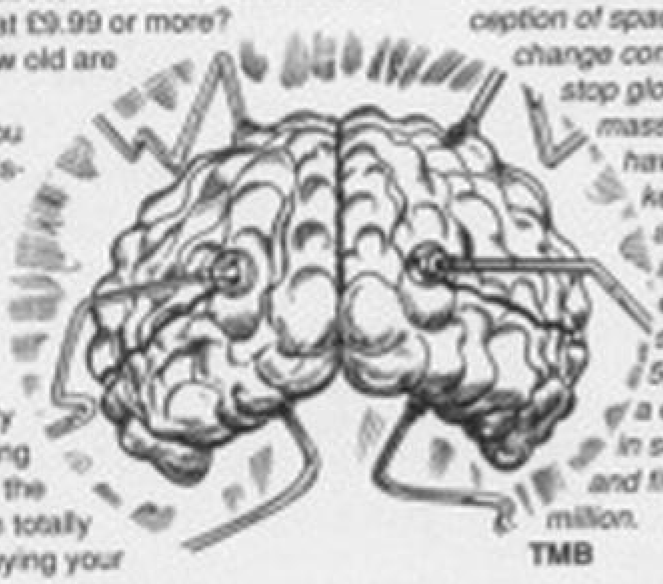
2) When released, will the aforementioned games retail at £9.99 or more?

3) Exactly how old are you, Brain?

4) How did you come into existence?

5) Finally, is there any chance of you sending me a free copy of Monty Python's Flying Circus, as at the moment I am totally skint after buying your extra fabulously brilliantly wicked magazine (creep, creep!).

**Ben Foster, Guildford**



*Firstly, Ben, I have an IQ of one less than infinity, and you are correct – the magazine (thanks to my expert guidance) is brilliant. As regards your questions, I can answer anything...*

*1) Mirrorsoft aren't giving any demos away of* TMNT, *although a demo of* Golden Axe *could still be possible...*

*2) There's no reason why the tape versions shouldn't cost around the ten pound mark.*

*3) I am older than time itself, but younger than the Universe.*

*4) I'm afraid I cannot relate this information, since it would cause mankind's perception of space and time to change completely. To stop global panic and mass suicides, I have decided to keep my origins a mysterious and rather enigmatic secret.*

*5) Yes, there is a chance. It's one in seven hundred and fifty thousand million.*

**TMB**

# THE CHARTS

## FULL PRICE TOP 20

**If you want to know what's 'in' and what's 'out', keep an eye on the charts. Her's the 20 for full price software (£5.00 and above). Last month's placing is in brackets: = means it's static, and – means it wasn't even *in* the charts last issue!**

***Turrican* finally edges *Shadow Warriors* out of the number one slot, so congrats to Rainbow Arts. Biggest jump for this month is Ocean's *Chase HQ* which leaps 11 places to hit the number three spot. Meanwhile, US Gold's *Italy 1990* plummets 16 places and looks ready to fall off the bottom!**

**1 (2) TURRICAN – Rainbow Arts**
**2 (1) SHADOW WARRIORS – Ocean**
**3 (14) CHASE HQ – Ocean**
**4 (=) VENDETTA – Activision**
**5 (12) OPERATION THUNDERBOLT – Ocean**
**6 (7) KICK OFF – Anco**
**7 (6) MANCHESTER UNITED – Chrysalis**
**8 (=) INTERNATIONAL 3D TENNIS – Palace**
**9 (19) F16 COMBAT PILOT – Digital Integration**
**10 (16) FLIMBO'S QUEST – System 3**
**11 (13) ROBOCOP – Ocean**
**12 (9) FOOTBALL MANAGER WORLD CUP – Addictive**
**13 (20) RAINBOW ISLANDS – Ocean**
**14 (18) BATMAN – The Movie – Ocean**
**15 (10) EMLYN HUGHES INTERNATIONAL SOCCER – '90**
**16 (7) KICK OFF 2 – Anco**
**17 (5) WORLD CUP SOCCER – Virgin**
**18 (17) GAZZA'S SUPER SOCCER – Empire**
**19 (3) ITALY 1990 WINNERS – US Gold**
**20 (-) BACK TO THE FUTURE 2 – Mirrorsoft**

# *By doing another issue of CF, we seem to have started a (rather nasty) habit. So it looks like there's going to be one next month as well...*

S'pose you're just burning to find out what's in it? Well all the reviews we couldn't deliver this month will be there, together with some real belters. *Loopz, SWIV, Helter Skelter, Atomic Robo-Kid, St. Dragon, Dragon Breed, The Spy Who Loved Me, Golden Axe, Last Ninja 3, Puzznic, Plotting, Navy Seals* and lots, lots more!

With Yuletide just around the corner (you can tell, 'cos there are Easter bunnies in the shops), we'll be having a spiffing compilations round-up, to help you make the most of your pre-Christmas pennies. And all the regular features will be there in their thousands: Mighty Brain, Roger Frames (oh dear), Network 64, Early Warning, GameBusters, Inside Info and the cover tape...? Well, what a stormer we've got lined up for you. How d'you fancy playable demos of *Special Criminal Investigation – Chase HQ II* plus *Orcus* from Electronic Zoo! We also have a full game from Ocean called *Gutz*, and the classic creepy (in 4D Omnivision), *Beyond the Forbidden Forest*. And then we round it all off with the brilliant art package *Vidcom*, plus a stonking tutorial! If you can find a better tape anywhere else – go buy it!

Please Mister (or Missus) Newsagent, please reserve my copy of *Commodore Format* each month. For without it, I'd just go spare...

MY NAME ______________________

MY ADDRESS ______________________

______________________

______________________

______________________

______________________

______________________

**Commodore Format *issue 3. We can hear you drooling already!***

***Next month: COMMODORE FORMAT 3, December 1990***

# TEENAGE MUTANT HERO TURTLES™

## COWABUNGA!!

## THE HEROES IN A HALF SHELL™ ARE COMING!

**AVAILABLE SOON ON:**

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.

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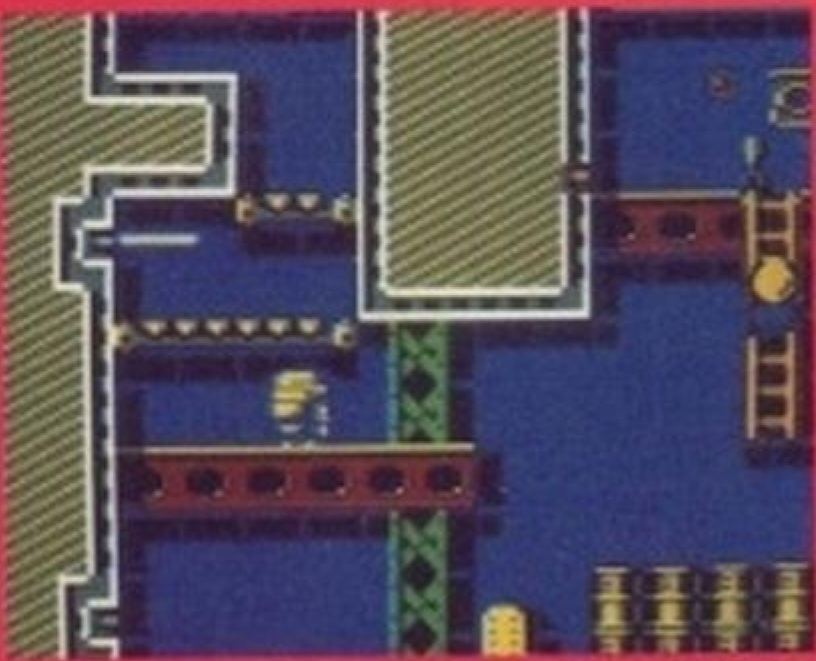
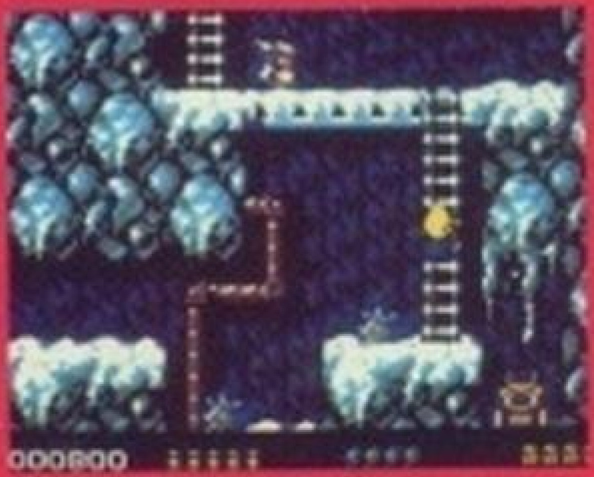
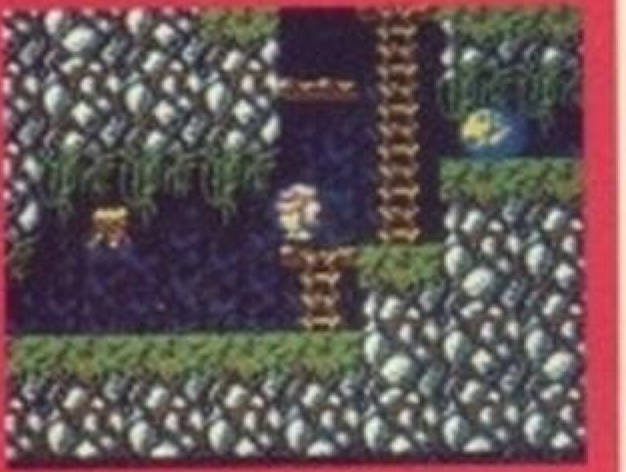


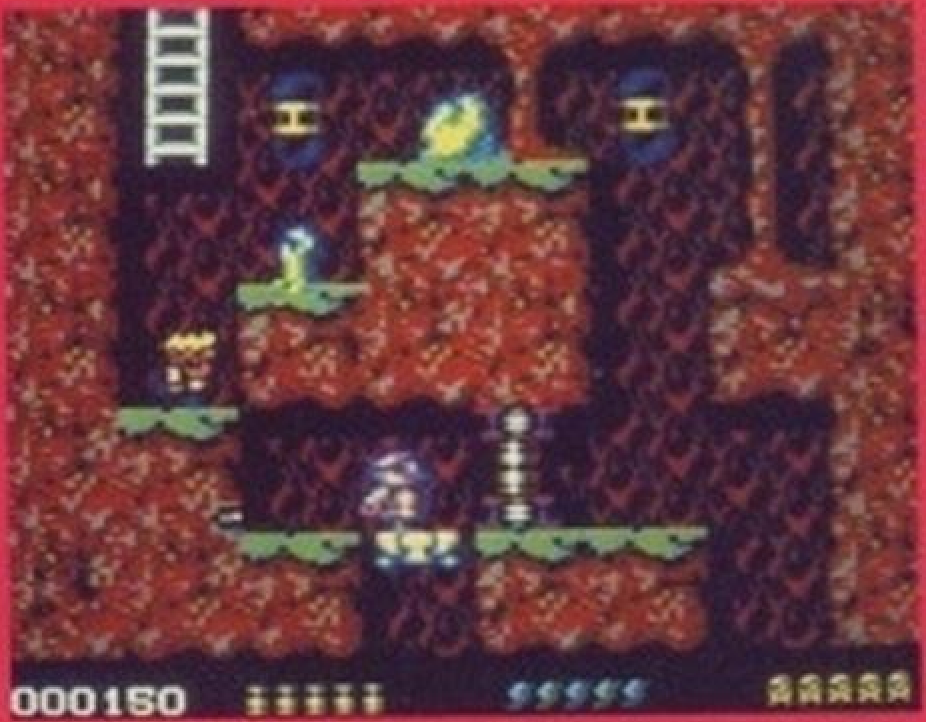
Level 1: This, believe it or not, is Hyde Park. Or rather it's what Hyde Park would look like if the Fat Man's alien cronies landed in it. It looks tough but laser traps, robots and electric force fields are no match for golden-haired Rick



Mutant vikings, sliding ice blocks, mad penguins, snowball launchers and slippery floors on Freezia. Wot, no mint cake?

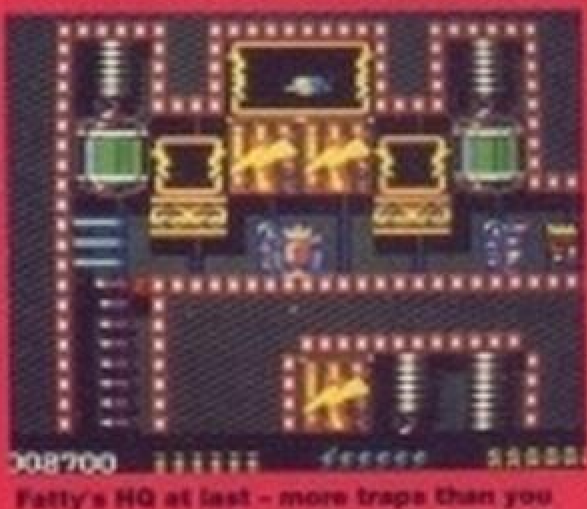


A short cut to Fatty's HQ leads to Vegetaballa where giant boulders, spike traps and the locals do their worstest!

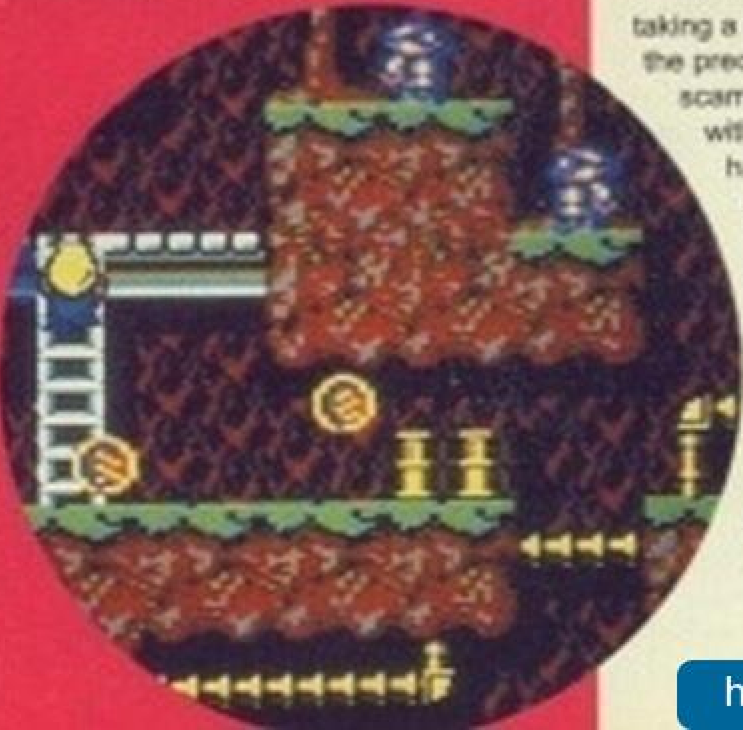


Deep beneath the Fat Guy's HQ are the Atomic Mud Mines. Globs of goo and slimy hands wait around every turn. And if they don't get you in the doldrums, snot-monsters and radiation freaks in glasses will. Take a hint from us: don't be a stick in the mud

A lot of thought has gone into every screen in *Rick Dangerous II*, not just in the way it looks but the way it plays as well – as this shot shows



Fatty's HQ at last – more traps than you can wave a stick at and a new bunch of malevolent minions to boot

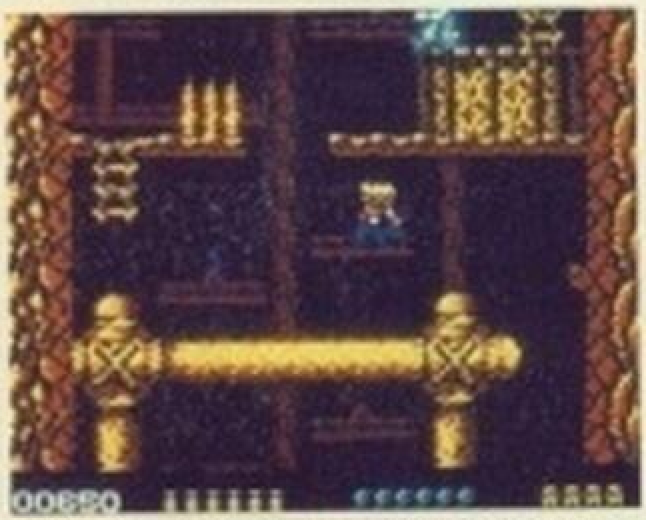


# Ric Da

## can Rick save the world again or will he just go home and have a cup of

Mere superheroes are no match for the modest guy with the blond quiff and stumpy stride, who, several times since last Tuesday, has single-handedly fought off the world's baddies and still had time for hot chocolate afterwards – Rick Dangerous!

This time though, Ricky-babes may need some help from you. His old nemesis, the Fat Man, has declared an intention to invade Earth. However, luckily for the Earth, Rick's taking a stroll through London's Hyde Park at the precise moment the aliens land. Rick scampers over to the craft (armed only with a few bombs and a ray gun he happens to be carrying) and sneaks on board.



**Is this a rogue paw from *CF* floating above our hero's head? Nah, it's just one more thingy out to get him in Vegetaballa**

From this moment on his destiny is in your hands, so don't drop it. Guide him to the spacecraft control centre and he can hot-wire it and set its course for the planet Barf, home of the invading extra-terrestrials. After that, anything can happen. (Check out the captions for clues.)

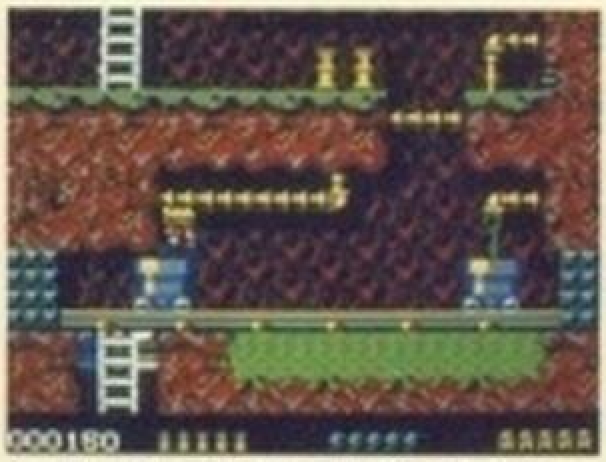
*Rick Dangerous II* is definitely an

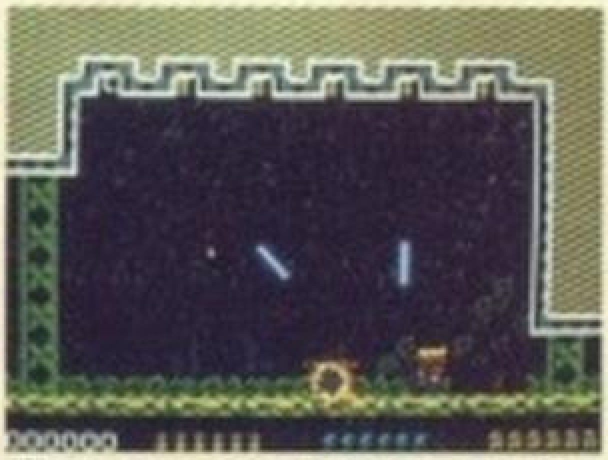
# k

**The man in the hat is back and this time he's brought... one of our reviewers. Is Rick Dangerous II really better than the original? Read on and find out just how dangerous this man really is...**

It's a Corker!

# gerous II


Level 4 gets really slimy in this bit. How many sneezes have gone into making that pond at the bottom of the screen?


"Starry, starry night..." with laser bolts in it! Well, anybody who wonders around Hyde Park at night deserves what they get

improvement over its predecessor. For a start, this game has five levels whereas the first game had only four. But, more importantly, you can access any of the first four levels from the start. And there's always more than one way to finish each level, so you wipe out most of the frustration that *Rick I* caused people to suffer.

On-screen presentation is impressive: backgrounds are well detailed and the sprites are so cute it seems a shame to zap them. It's a dirty job but... Gameplay remains much the same throughout but all the levels are subtly different and pose new challenges, such as sliding floors, artificial gravity and mud-traps. *Rick Dangerous II* is polished and it's playable – but above all else, it's dangerous.

**GORDON**

| | |
|---|---|
| **Game** | ***Rick Dangerous II*** |
| **Maker** | **Core/Microstyle** |
| **Cassette** | **£9.99** |
| **Disk** | **£14.99** |

## Just A Bit About Rick

Rick Dangerous I was inspired by the cliff-hanger spirit of films like Raiders of the Lost Ark and that it was time something was done about that. The team at Core also wanted to do a good platform game. The two ideas came together and Rick was born. Rick is a classic hero, so he can assume any guise his creators want, which is why he's more like Buck Rogers than Indiana Jones in Rick II.

Rick I had 125 screens and took four months to program, as opposed to 160 screens and six months for Rick II (16-bit versions). Rick II has twice the number of sprite and background definitions, not to mention more control options. Will there be a Rick Dangerous III? No-one knows but the programming team still have lots of ideas they'd like to use. If there is one, it definitely won't be a shoot 'em up. Though where Rick might turn up next time is anyone's guess.

The programming team are: Dave Pridmore (Z80 versions and control routine design), John Kirkland (PC versions), Bob Churchill (screen and game design), Chris Long (C64 version and game design), Simon Phipps (game design, 16-bit versions, sprites, title graphics) and Terry Lloyd (game design and background graphics design).

## POWER RATING

**THE DOWNERS ...**

- Too much 'learning from mistakes'

100

**94%**

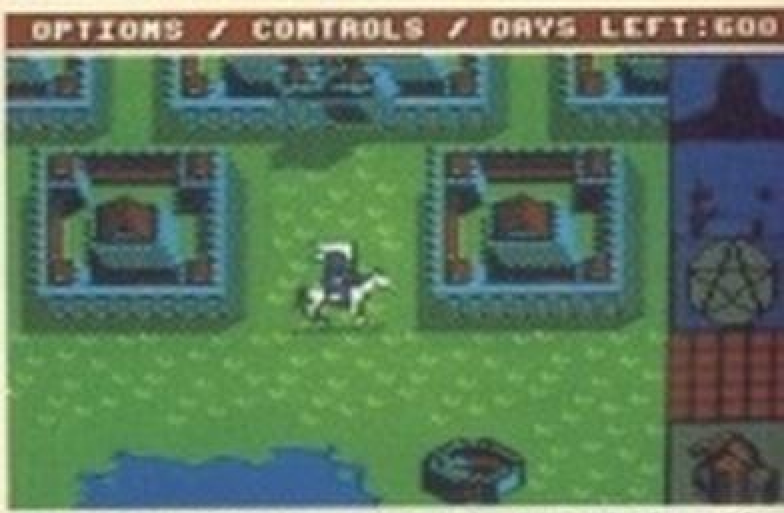
- Excellent platform game
- You can start on any of the first four levels
- More than one way to complete each level
- Cute cartoon-quality characters
- Good collision detection
- Plenty of puzzles to solve and traps to avoid
- Occasional hints to tell you what to do
- Bonus rooms packed full of extra equipment
- Polished (and sometimes silly!) sound effects, accompanied by a few neat ditties
- You're not always sent back to the start when you die

0

**AND THE UPPERS**

ero just happens to be your middle name

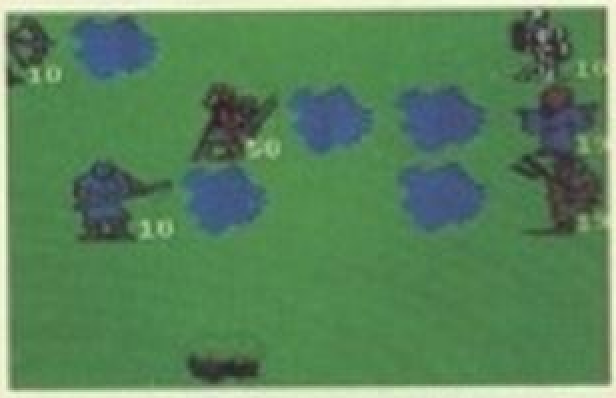
# King's Bounty



**Roleplaying efforts are notorious for the lack of graphic sophistication, yet even the *Ultima* style long distance movement in *King's Bounty* offers some nifty animation including, in this case, a galloping horse**

Noble King Maximus of Contentia only has one fault: he's scatterbrained – and boy, has that got him into trouble. There he was walking along, carrying his Sceptre Of Order – the one artefact which unites the four continents of his kingdom into a nation – when just for a moment he allowed his mind to wander. And before he could say to himself, 'I hope it won't be spinach again for lunch today,' or 'Oh look! My Sceptre's gone!' the Sceptre was gone.

An emergency of such immense proportions calls for a hero; and, wouldn't you know it, Hero just happens to be your middle name. Now it's just a matter of picking your identity (barbarian, sorceress, paladin or knight), selecting your difficulty level and you're raring to go.



**One of the battle screens illustrates how easy it is to get to grips with the game. Each army is clearly displayed along with its relative strength**

Your mission, and you've got to accept it or it's curtains for Continentia, is to bring each of the Sceptre thieves to justice. In return you get a section of the map which shows where the Sceptre's hidden. And once you've got the Sceptre, the King's bounty is as good as yours.

Your noble quest is displayed *Ultima*-style: you ride through blocky plains, forests and small but perfectly formed country towns. Though they're no great shakes by arcade standards, for a role-playing game the graphics are unusually detailed and very well animated; even your faithful white nag actually moves a bit like a horse.

Continentia is your oyster if you've got an army at your side, and it's up to you exactly how you conduct your vital campaign. Most villains are based in castles. These are defended by fairly large armies made up of the kind of creatures you'd normally pay to avoid. Only a fool rushes into a huge battle with brigades of orcs, zombies, sprites and wolves straight away. First, it pays to wander around, read the signposts (they're full of handy clues), open a few treasure chests and kill a few bands of marauding nasties here and there. There are usually plenty of peasants around and they're remarkably cheap to recruit.

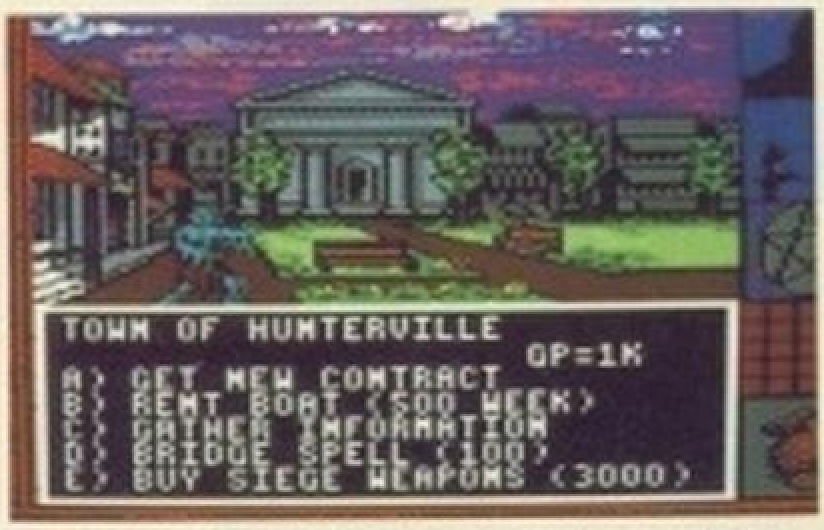
A separate easy-to-use fighting mode allows the use of spells, weapons and other mutilating instruments, and gives a minimalistic animated image of the action as it occurs. Fireball, Lightning Bolt and Turn Undead spells are particularly useful against large enemy forces, though whether you've got enough ability to use them depends on your character class. Knights and barbarians need plenty of instruction; to a sorceress, magic comes naturally. Spells can be bought in towns, won as a reward or even found lying around. Enhancing magic ability is a matter of luck.

Each of Continentia's continent quartet harbours two mysterious artefacts of power. Each one of these is wrapped up in another piece of the Sceptre map. Their effects are much sought after: a hero who carries the Sword of Prowess, for example, fights like a warrior possessed. Other artefacts give the bearer valuable discounts on boat hire, an increased gold commission from the King, or enhanced magical strength (especially useful if you're a barbarian). The only way to travel from one continent to another is to brave the dangers of the open sea and rent out a boat.

Unlike the most in-depth fantasy games, *King's Bounty* doesn't take ages to get into even if you're new to the genre. It's packed with action, comes complete with a large fantasy world to explore and provides more than enough surprises to keep you on your toes. All that's missing is a tad more puzzleability – *Ultima* fans probably won't find enough cerebral challenge to really exercise their brains. However, if you're a novice role-player and booting monsters is the way you like to get your kicks, rush out, buy it and save good King Maximus.

***KATI***

| | |
|---|---|
| **Game** | **King's Bounty** |
| **Maker** | **US Gold** |
| **Cassette** | **not available** |
| **Disk** | **£19.99** |



```
TOWN OF HUNTERVILLE
                   GP=1K
A) GET NEW CONTRACT
B) RENT BOAT (500 WEEK)
C) GATHER INFORMATION
D) BRIDGE SPELL (100)
E) BUY SIEGE WEAPONS (3000)
```

**At every stage, all the options available to you are there on the screen. No more hunting through the manual for some cryptic command when all you want to do is get out**

## POWER RATING

### THE DOWNERS...

- You need a backup utility and a blank disk to play
- Long-winded loading system leads to thumb-twiddling
- No joystick option

100

**73%**

0

- **Nicely animated graphics**
- **Lots of ugly enemies to vanquish in battle**
- **Well-produced instruction book with scene-setting story**
- **Useful reference sheets included in the package**
- **There's a large magical world for you to explore**
- **You can choose from four different characters to play**
- **Flexible control system**
- **Varied and fast-paced gameplay keeps the interest high**
- **Clear, functional combat**

### ...AND THE UPPERS

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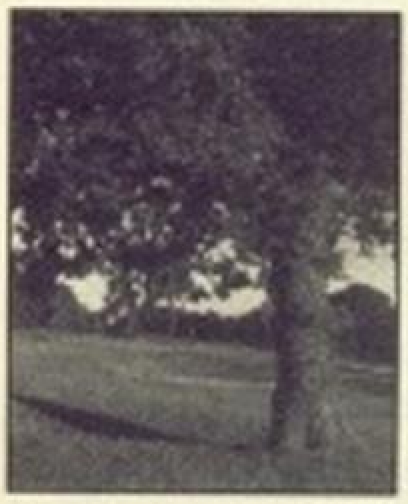
# Watch The Birdie

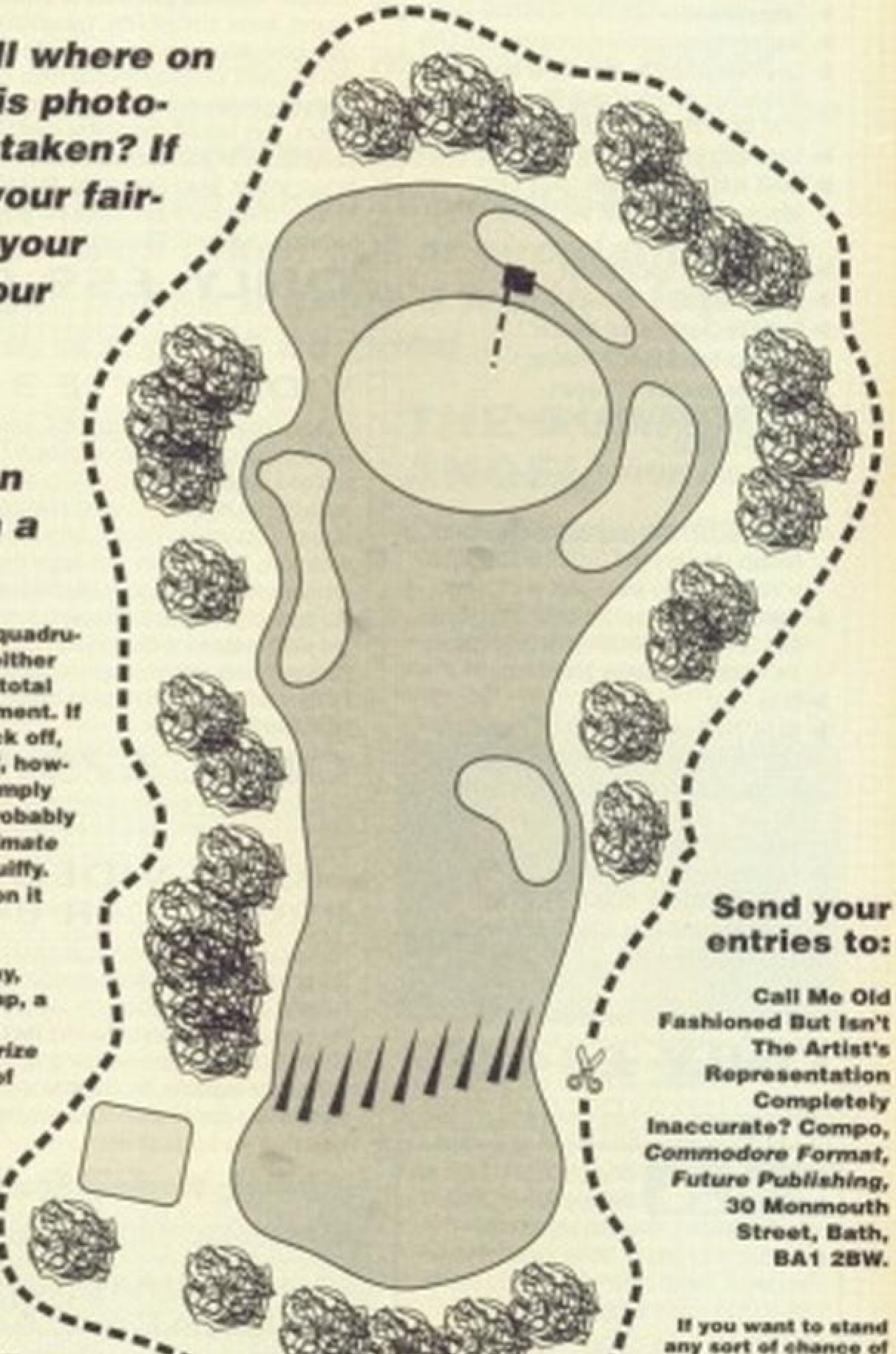


**Can you tell where on the map this photograph was taken? If you know your fairways from your bunkers, your trees from your tees, you could be about to win golfing kit worth more than the entire CF team earn in a decade (nearly)**

Up to your neck in single, double, treble, and quadruple bogeys? It must mean one of two things: either you were destined never to be anything but a total dung ball at golf or you're using shoddy equipment. If you're one of the former unfortunates then rack off, we've no time to waste on pathetic failures. If, however, you fall into the latter group, then this simply wizard compo may be of interest. As you've probably already seen our review of *Greg Norman's Ultimate Golf*, I needn't mention that it's pretty darn squiffy. Oh dear, I just did didn't I? Well, I won't mention it again *(Oh, do get on with it – Ed).*

If you fancy a crack at the real thing, what could be better to get you stylishly on your way, than a half set of golf clubs, a Greg Norman cap, a Greg Norman brolly and a Greg Norman. *(Urm, Andy, we can't actually give Greg away as a prize – Ed).* The half set of clubs consists (roughly) of two woods, five irons and a putter, which is more than enough to bring your skills up to scratch before you need to splash out on the other half.

To win this near-priceless cache of golfing goodies all you have to do is look at the photograph on this page. Study the artist's representation of the hole and mark on it where you think the photograph was taken from (clever, eh?). If you don't want to cut up your precious issue of *CF* we will accept a photocopy – but only one, mind.



**Send your entries to:**

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Fashioned But Isn't
The Artist's
Representation
Completely
Inaccurate? Compo,
*Commodore Format,*
*Future Publishing,*
30 Monmouth
Street, Bath,
BA1 2BW.

If you want to stand any sort of chance of actually winning this monumental prize, get your entries to us by no later than 7th November 1990.

# f/s/s/l

## COMPUTER SOFTWARE

## SUPER SNAPSHOT v5

Well, it may of taken a few years of hard work and five powerful versions, each one breaking new ground, but Super Snapshot has become the best cartridge in the world. The list below details the main features of Super Snapshot v5; if you need a little more persuasion look back to CDU issue 19, you'll be impressed.
So take a look at the red box you've got plugged in, and if our specifications knock it for six or you don't own a cartridge then don't just sit there, buy Super Snapshot v5 today!

### FEATURES:

- ► All features available at the press of a button
- ► Works with all 64 (c) and 128 (D) computers
- ► Compatible with 1700/1764/1750 REU
- ► Snap any memory resident programe into 1 file
- ► Save 7×faster and load 15×faster on the 1541, 1571 & 1581. Speeds of up to 25×faster when using Turbo 25 – even faster than Replay
- ► Super DOS Wedge
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- ► Programmable function Keys
- ► Sprite Monitor
- ► Exclusive Character Set Monitor
- ► Exclusive Sound Sample Monitor
- ► Exclusive Boot sector support
- ► 300/1200/2400 Terminal program (40/80 column)
- ► SUPER DISK SNAPSHOT – our new super nibbler
- ► SCREEN-COPY now loads or saves in more formats and dumps in COLOUR to STAR LC10C printers and in 16 grey scales
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Make your older C64 look like a newer model! All you need is a screwdriver and about 15 minutes to transfer your C64 insides to this new case. Complete instructions included.

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## CARTRIDGE PORT EXTENDER CABLE

Are you cramped for space behind your computer? Is it hard to reach your cartridge port to plug-in or swap cartridges? This handy cable is the solution. The Cartridge Port Extender Cable connects to the cartridge port in the back of the computer and lets you plug in your cartridge to its other end. Since the cable is flexible, you can locate the cartridge upto 11" away for easier access. Not for REU's.

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## GEOS APPLICATIONS

### GEOSCAN ART

This special type of GEOS art has been created using The HandyScanner 64. Pictures are scanned at 400 dpi from magazines, books and papers to create the first geoSCAN ART Collection entitled The British Countryside and is packed full with Eagles, Owls and Butterflies.

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A comprehensive book listing all available GEOS programes. Details for each program is given including version numbers. The geoDirectory is divided into sections covering Paint, Write, Spell, File, Calc, Chart, Terminal, Graphic, Music, Animation, Games and many more.

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| | |
|---|---|
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| FontPack Plus | £19.95 |
| Ins Font Pack | £19.95 |

# ROGER FRAMES buys Budjit Games

**Oh no! It's not that time of the month again already is it? Surely one budget game a year is enough *(No it bally well isn't – Ed)*. All right then, I'll summarise the situation: all the titles this month are awful so you might as well save your cash. *THWACK!* Ouch! Okay, okay... That wasn't strictly true, so if you insist on being frivolous have a glance at the reviews and I'll guide you through this minefield of monetary madness as best I can.**

***RF***

***Our budget games reviewer is Roger Frames, a person so tight-fisted that he spent six months suffering from nervous tension when the half-pence piece was taken out of circulation. If Roger thinks a game's worth a few quid, it's gotta be good***

## YES MINISTER

### Mastertronic Plus £2.99

A game about politics, albeit based on the popular T.V. comedy series, sounds more like a potential cure for insomnia than my idea of fun. Let's have a look anyway. *Yes Minister* is played over a period of five days (not real time of course) and places Jim Hacker (you) in the role of Prime Minister of Great Britain. The aim of the game is to survive one week in office and remain popular.

**Order, order! Negotiate the verbal conundrums of Sir Humphrey and the incompetence of Bernard as best you can**

The main screen is a scrolling representation of your office in the Houses of Parliament. This contains everything required to run a successful government. There are two telephones through which you take calls from politicians and other political figures, an intercom which lets you communicate with other people in the building, the trusty teletype which provides info on current affairs as they happen, drawers and notepads which provide details of important meetings to be attended and a safe which contains the daily results of the opinion polls (only to be opened by masochists). There is also a door through which you attend your various appointments. You're a very busy PM, aren't you?

As for gameplay, there really isn't any to speak of. It's more of a walk-through episode of the series in which you have to make minor decisions. Despite this it is excellent fun. The conversations that you have with your fellow politicians are intelligent and witty, the graphics are clear and use small digitised pictures of the stars of the show. Even the telephone ringing is realistic. Cries of "will someone answer that bloody phone" could be heard around the *CF* office while I was playing. This may give the impression that *Yes Minister* is a stonkingly good game but sadly it's not the case. When you have played the game once, that to all intents and purposes, is it. Even if you lose, there is no incentive to play again because the scenario remains almost exactly the same. With many types of game this wouldn't matter (shoot-em ups for example) but because of the conversational nature of the game, a second play through can prove tedious.

**FRAME RATE 47%**

**Will the right honorable member please explain to the house why public spending of £2.99 is justifiable on a game which is in effect only good for a few plays? No? Then I have no option but to propose a motion of not buying the software on the grounds of wasteful personal expenditure.**

## THE GUARDIAN ANGEL

### CodeMasters £2.99

Ye Gads, it's a Spectrum game – tiny, squelchy sounds and two colour graphics. If any of you recognise the screenshot of this game it's because it was previously a full pricer that went under the name of *Freddy Hardest in South Manhattan*. (Would you buy it with a name like that?) The aim here is to travel through five levels (supposedly Lower East Side streets but more like Bristol docks) and beat the living daylights out of sailors, thugs, mad axemen and chainsaw murderers. Level one is only populated with sailors who can be laid out with a single punch. On level two, however, things immediately get ludicrously difficult – like Seven Opponents At Once difficult – and as if this wasn't a big enough thorn in your side there is also a mad fork lift driver who is invulnerable and kills you outright (hardly what you'd call a sporting chance).

**I drink beer and I smerk tabs me! Take control of a Guardian Angel minus the red beret. Ooh, the joy of re-releases**

Even further into the game you can trade blows with a chainsaw wielding lunatic who quite viciously takes swipes at your thighs, which can be a bit stomach churning, to say the least. Two high kicks will dispose of him but this isn't made too easy when several other scum merchants are on your back.

The major problem with *Guardian Angel* is this: even when you've mastered the method for beating each type of opponent it doesn't become any easier to play. The best illustration of this is the fork lift. If you run past a crane, the vehicle will crash (yippee!) but whenever a fork lift appears so does one of the tougher opponents and he traps you and ensures the loss of at least one life. It's almost impossible to learn from mistakes in order to progress a little further each time you play. Even if you are an expert at this sort of thing, the bland and repetitive gameplay will not hold your attention for very long.

The graphics, despite being two-colour only, are quite satisfying. Both you and your opponents are well drawn and move in a fairly realistic manner but the appalling gameplay destroys any enjoyment that might have been had from this potentially good but ultimately cruddy beat-em up.

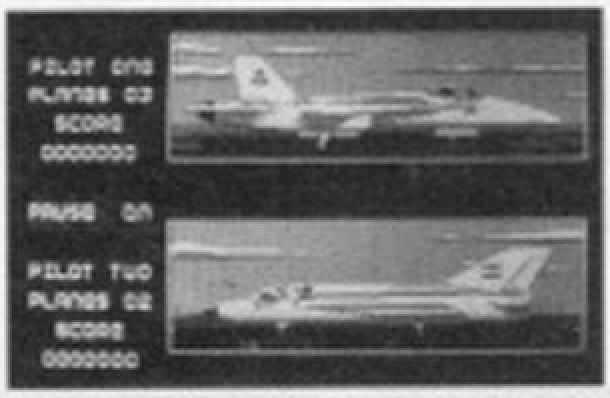
## FRAME RATE 35%

**The characters in this game are a perfect example of what happens to victims of a materialistic society, so what better reason could there be for not buying it? Well it's rubbish for one, so sew up your pockets and count your financial blessings.**

## ACE & ACE II

### Encore £2.99

*Whoooooosh* (plop). What's this that's just landed on my desk? Why, it's a budget title from Encore. Two flight sims on one cassette for a laughable £2.99. Can't be bad – and it isn't. *ACE* is the first game and is a straightforward flight sim and a jolly good blast as well. There are options for flying conditions in the form of the changing seasons and, prior to each mission, you must choose which weapons load you require. Once you're airborne you can look at the map to locate the enemy planes or ground forces and, if necessary, intercept your flying tanker to take part in an air-to-air refuelling session. Okay so the graphics aren't exactly complex but who cares when the gameplay is fast and uncluttered. Your objectives are simple, and so are the controls leaving you to get on unhindered with the job in hand.



**Put down your tea and crumpets, Algy old boy, and get this kite off the ground. Two opportunities to do just that here**

*ACEII* is even more simplistic but provides a somewhat different challenge in that the screen is split across the middle. This means that both you and another chocks-away chum can pit your aeronautical abilities against each other. Again the action is fast and the lack of graphical detail is unimportant when your concentrating your efforts on the enemy.

If all of your friends have deserted you, there's even an option to dogfight against a computer opponent, though in truth this was a bit too difficult for your average armchair pilot *(then again, Andy, it might just be you being pathetic – Ed)*.

One of these games would be worth the budget price tag but having both on one cassette is an indisputable bargain.

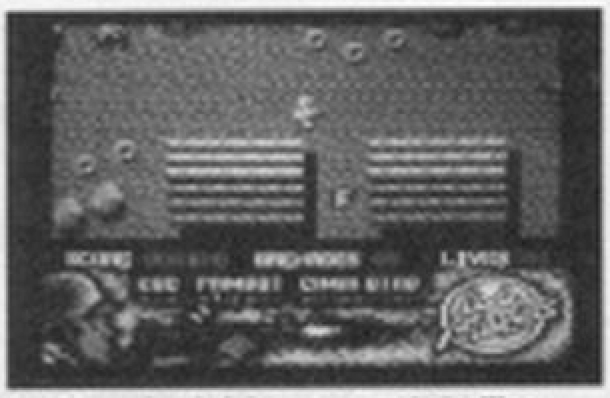
## FRAME RATE 89%

**It has been suggested that I am nothing more than a miserable skinflint, so to put these hideous lies to rest I will say of these games that they are worth every penny and more, and at least they represent some element of the real world and not some ludicrous fantasy. Well go on then, stop reading and go out and buy it... if you must.**

## QUATTRO COMBAT

### CodeMasters £2.99

*Combat* is the latest offering from CodeMasters in their Quattro range. Four games for a measly £2.99, you'd be a fool not to get them, right? Well, *Thunderbolt*, the first game is a sort of *Uridium* clone which puts you in the cockpit of a plane with unfeasibly high performance, the object being to avoid the scenery, shoot down the opposition and land on the runway at the end of each level. Fast sprites, smooth scrolling but repetitive gameplay makes this a good short term tension reliever but nothing more.



**Isn't wearing bright green and strolling nonchalantly across enemy ground a strange thing to do for an S.A.S man?**

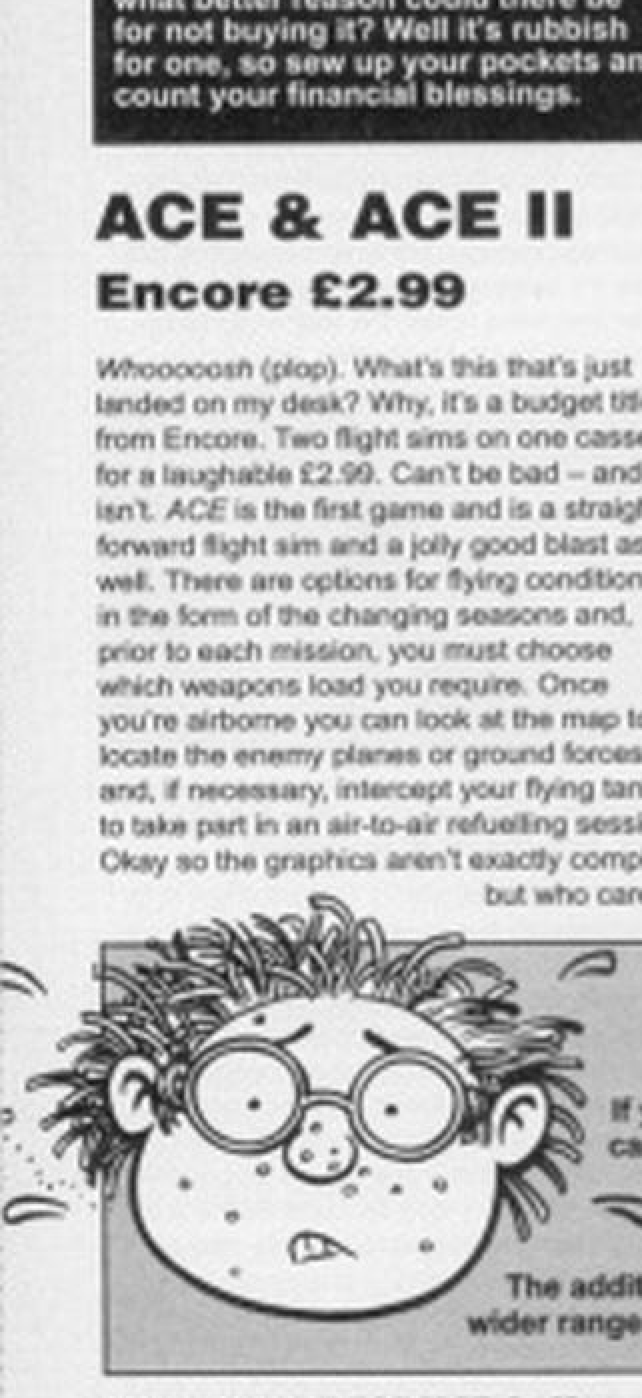
Those magnificent men in their flying machines, they go up tiddly up up, they go down tiddly aargh crunch! That briefly is the plot of *Arcade Flight Simulator*, a dogfight fought over three world wars, which is viewed from above. Incredibly difficult this one but quite good fun nevertheless.

Item three on the agenda is *S.A.S. Combat Simulator*, a horizontally scrolling *Commando* look alike. This too offers only limited appeal as the game play is seriously repetitive. Oh and be warned, it looks nothing at all like the screen shot on the back of the cassette.

The best has been saved till last in the form of *Ninja Massacre*, another look alike, this time of *Gauntlet*. You view various dungeons from above and travel through them fighting against incredible odds with the simple aim of surviving. The scrolling is poop but the other graphical touches are fairly adequate and the gameplay is addictive. Puzzle solving elements give this a longer life span than the other games on offer.

## FRAME RATE 75%

***Ed: Roger, Roger! If you don't come back right now your page is history. Oh well it looks like this one is down to me. It would appear that young Frames has run off screaming because he couldn't cope with yet another title that's worth forking out for, so all I need say is that four games for £2.99 is a bargain in almost any language. Give it a go.***



## Price hitch horrors!

**If you thought that our role in life was to bring you good tidings brightening your day, we can now throw a spanner in the works by bringing you news (though it's only speculation at this stage), that there may soon be a rise in the price of budget software from £2.99 to a monstrous £399.00 *(er, that should be £3.99 – Ed)*. The possible increase is a result of the liquidation of several retailers who have been feeling the squeeze. The additional profit from an increase would allow retailers to continue trading, thus retaining a wider range of outlets for the buyer, which can only be a good thing. We'll keep you posted.**

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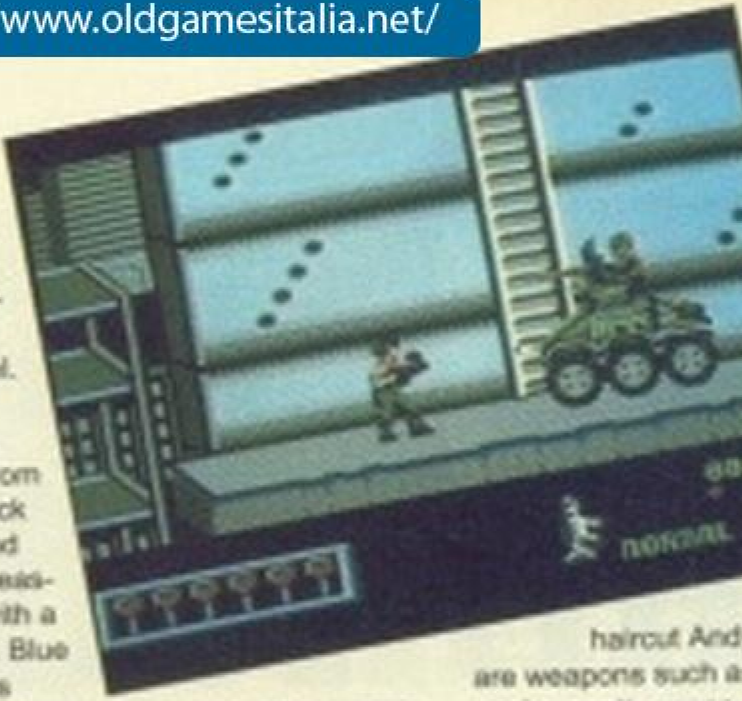


No, no no. When I said I wan't to go and get tanked up I meant... BLAM. Don't socialise with the bad guys

# Midnig Resi

Well I'll go to the foot of our stairs. Peace and prosperity have once again been shattered by the presence of an evil dictator who has killed a vast number of people and intends to rule the earth. This time he goes by the name of King Crimson (who's rumoured to be 'Red' Ken Livingstone bearing a grudge because his autobiography was an almighty flop). According to the tabloids, by using his powerful mutated body and telepathic powers (it's definitely Red Kenneth) he has amassed an army of bio-mechanical fighting machines called the Crimson Corps (formerly the Greater London Council). The six remaining survivors of this massacre are being held hostage, so all in all the situation seems pretty hopeless.

Oh, but hang on: it looks like the single remaining member of the now vanquished Midnight Resistance is making a solitary stand against the teeming hoards – and that hero, matey, happens to be you.

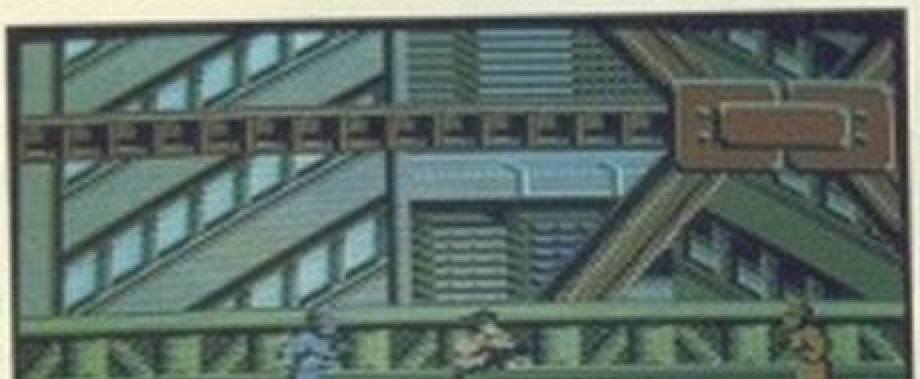
Your task then is to battle your way through nine levels of manic massacre in order to free your fellows from the evil clutches of King Crimson (CF, the mag that gives you more clichés for your money than any other).

At the start of the mission you're armed with a weedy rifle which you must use to cleave your way through the first, horizontally scrolling level. Members of the Crimson Corps (CC from now on) attack from front and rear but are easily trashed with a single bullet. Blue CC members serve only to get in your way, but the orange ones drop a key when shot. These keys should be collected immediately as they allow you to obtain weapons and ultimately free your chums. At the end of level one a rather mean looking tank awaits which must be shot several times (whilst simultaneously avoiding its fire power) before it disappears in a mish-mash of explosions. Once disposed of you can climb the ladder and go through the door to an adjacent store room.

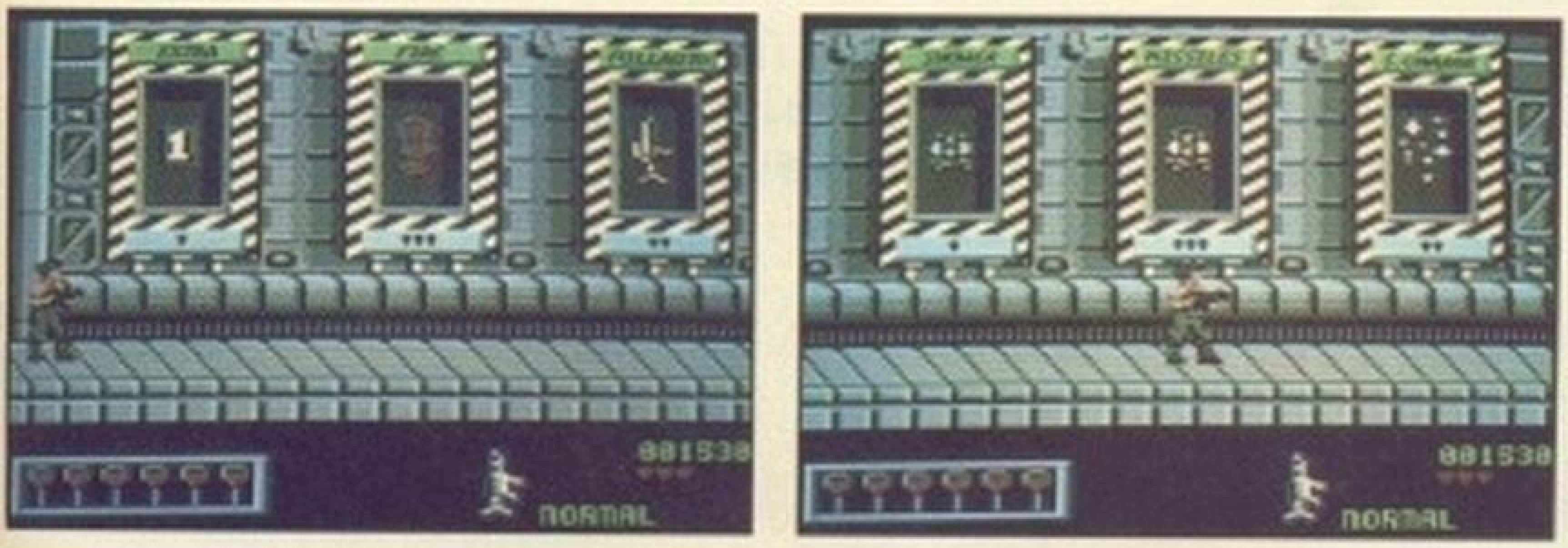
If you've collected enough keys at this stage (you can carry a maximum of six) you can unlock the various cases in order to obtain a 'bonus' item. Each one costs a different amount of keys so choose wisely. There are sometimes extra lives to be had at a cost of one key which, incidentally, is a total bargain as you're likely to lose lives like they're going out of fashion (rather like your haircut Andy – Ed). Also available are weapons such as three-way firing, nitro packs, scatter-guns, superchargers (which increase the potency of your current weapon), and homing missiles. Again thoughtful choice is a must as the wrong weapon on the next level may well cause unnecessary loss of life.

The amount of moves that your character has at his disposal is incredible. There are no hand-to-hand combat moves but he can shoot in all eight directions while standing.

Initial difficulty levels may put off total new-comers to this type of game



Do you really expect me to fall for that 'he's behind you' line? You must think I was born ye...DAGGA DAGGA. Don't forget the orange blokes drop keys when you shoot them, which are vital to you're survival later on.



Good grief, I've stumbled across a Happy Shopper at the end of the level. Any crisps? No. What about fizzy drinks? No again. Oh but hang on, they do have extra lives, extra fire-power, autofire, bullet showers, missiles and supercharged weaponry. In that case I'll have one of each and half a pound of asparagus tips please.

# nt istance

**What a disaster! Once again the good people of planet Earth are about to fall under the megalomaniacal heel of oppression. This time it's King Crimson and – hold on a sec, weren't they a rock band from the seventies...?**

running, jumping, crouching and crawling (wot a hero!). So why am I telling you this slap bang in the middle of the review? It's because the crawling mode comes in very handy on level two – handy in that you can't get through without prostrating yourself. This time the screen scrolls upwards allowing you to crawl and drop down through the platforms, destroying humongous circular saws which threaten to turn you into a crimson corpse (ha, ha, geddit?). As before, once the level is complete you can enter the store room to replenish or replace your weaponry.

On later levels the scrolling changes yet again so that by the end you will have travelled in all four directions, thus allowing you to be murdered from every conceivable angle. One level sees our hero leaping skyward and trading shots with jet-packing CC members before reaching the clouds and firing hopelessly at wave after wave of jet aircraft (this game is so true to life it's unreal). This is, in all probability, the most difficult level of all.

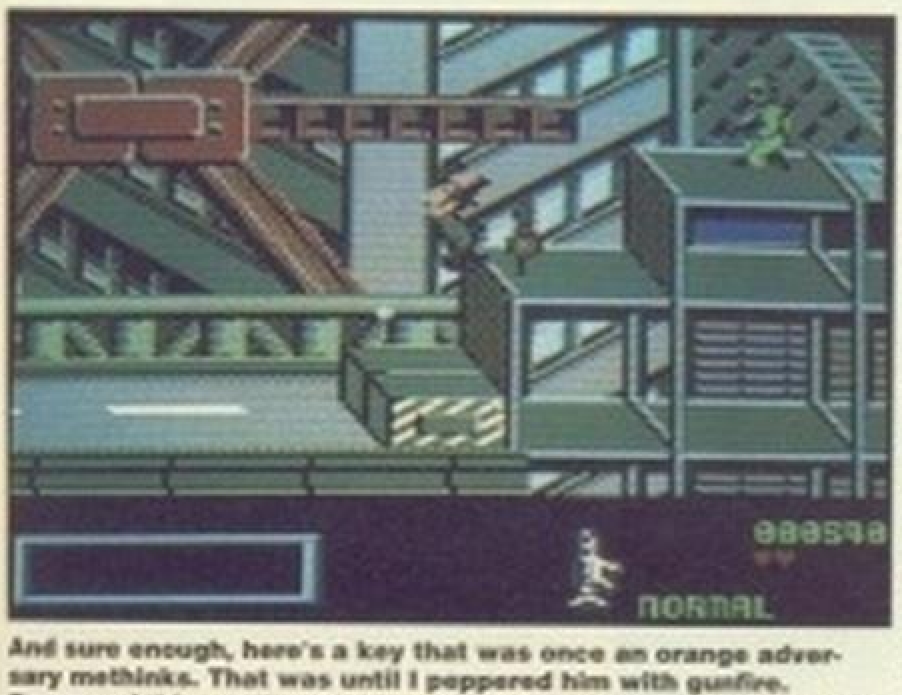
When (and if) you complete the final level you can release the hostages, but only if you have retained six keys – any less and poo creek is your new home.

The gameplay throughout *Midnight Resistance* is challenging and relatively fast. The agility of your character is immense allowing you to leap and spray bullets about the screen to your heart's content, which is just as well in view of the density of attackers. The end-of-level nasties are particularly vicious, leaving little or no room for mistakes. Yes, the game is incredibly difficult, but because it's split into well defined sections with an opportunity to power-up and obtain extra lives, there is always a desire to have one more go and progress a little further.

The game's main downfall (though it isn't a major one) is in the graphical department. Visually it's bold and colourful, and serves its purpose – but that's about all. The sprites are adequately drawn and animated, with the end of level jobbies being only slightly better. All in all a rumbustious rose-coloured romp. Take that King Crimson... or should we call you Kenneth?

**ANDY**

| | |
|---|---|
| **Game** | **Midnight Resistance** |
| **Maker** | **Ocean** |
| **Cassette** | **£9.99** |
| **Disk** | **£14.99** |



And sure enough, here's a key that was once an orange adversary methinks. That was until I peppered him with gunfire. Beware of this scaffold thingy, it contains several nasty folk with rather potent guns...can I go home now?

## POWER RATING

### THE DOWNERS...

- Some visuals could have been better
- High difficulty level could prove off-putting for beginners

100

80%

0

- Varied and imaginative opponents add considerable interest
- Highly manoeuvrable character increases playability
- Separate levels with individual goals provide the urge for 'just one more go'
- Choice of weapons adds to the strategic element
- Extra lives helps to make the mission less daunting
- Multi-way scrolling sections require different playing techniques, and provide a more varied challenge
- Hectic blasting action really gets the blood pounding

### ...AND THE UPPERS

**A long time ago, in a University far, far away... CF traces the Night Shift story back to the beginning and then takes a trip into the future – with Lucasfilm**

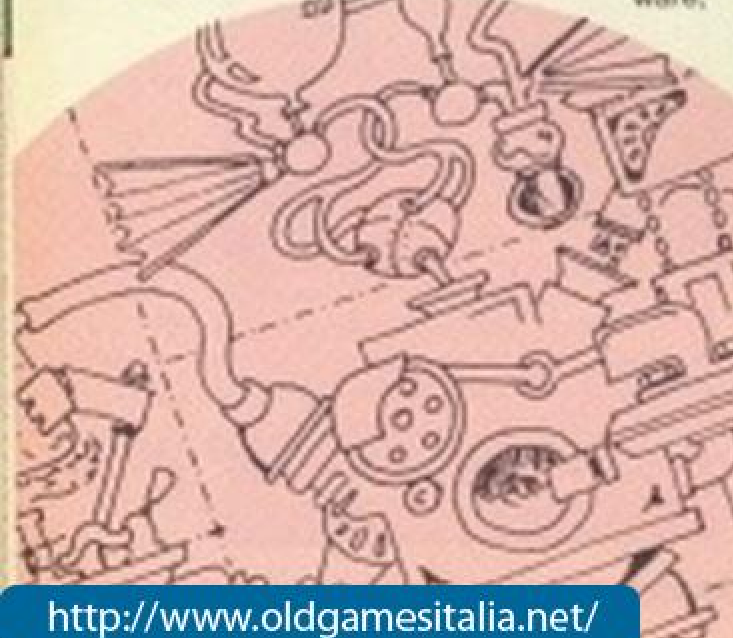
# Shifty Business

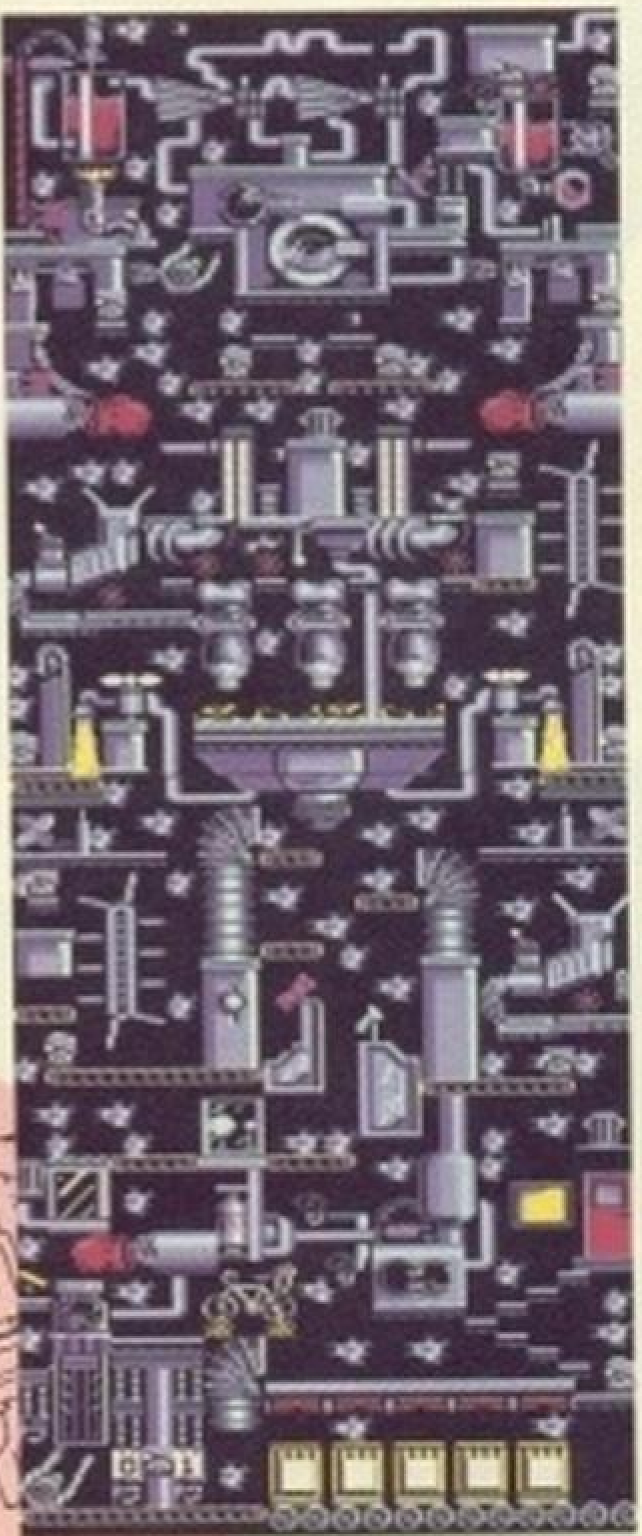
The latest game off the Lucasfilm Games production line is *Night Shift* but, rather than a product of the creative environment of Lucasfilm Games themselves, the game is actually based on an idea from the UK programming team, Attention To Detail.

ATD started life back in 1988 when a group of friends, all of whom were studying software and electronic engineering at Birmingham University, decided to pool their resources and write a game. The result was *Super Sprint* for the Atari ST.

The team continued generating ideas for games, one of which included a huge factory machine called 'The Beast', which manufactures all sorts of goodies. In it the player is tasked with keeping the wheels of industry in motion. Titled *Mr Fix-it* nothing was made of the idea back then, but it stayed on the back-burner.

ATD then moved on to work on the doomed Konix console. They designed and coded the development software, including The KMS Toolkit – sound and art packages for developers – embedded software for the ROMs (erm...?), a couple of whizzy demos and they even coded *The Last Ninja 2* for System 3. Unfortunately, due to some short-sighted management decisions, the console never got off the ground, leaving ATD bitter but all the wiser for the experience. (Since then, the Flair 1 board has been used in the Bellfruit coin-op quiz machine Inquisitor, for which ATD did the attract sequence. Now not a lot of people know that!)





**The original artwork for the Beast, as drawn by Chris Gibbs of ATD and all four screens of the C64 Beast**

## HAPPIER NEW YEAR

Then, in January of this year, ATD were approached by John Dean of Project Management Consultancy with an offer of joining forces. John originally worked for Activision and then on the Konix project, so he was familiar with the ATD team. John handles the PR side of things, while ATD then have first call on any software projects that come along.

It was while they were all having a think tank that *Mr Fix-It* resurfaced. They thrashed the idea into a full game design and then John contacted Lucasfilm Games, with whom he had links since the early Activision days of *Ballblazer* and *Rescue On Fractalus*. The guys at Lucasfilm wanted it to be more in line with Lucasfilm and so the location of The Beast changed to the imaginary Industrial Might and Logic factory – as a spoof on Lucasfilm's Industrial Light and Magic special effects facility – and incorporated more Lucasfilm elements in the production line. Now The Beast produces model Stormtroopers, Yodas and characters from *Loom* and *Zak McKracken*! The game became *Night Shift*.

# The L

You now play the part of Fred (or Fiona, Fred's girlie counterpart), the caretaker mechanic who manages the machine overnight and keeps it operational long enough to complete the current shift quota. It's a vertically scrolling puzzle platform game – and we'll have a full review next ish.

## ATD

Attention To Detail are Chris Gibbs – artwork, Robert Gill (aka Fred) – PC *Night Shift*, Martin Green, Jon Steele – Amiga and ST *Night Shift* and Jim Torjussen. The C64 version of *Night Shift* is being coded by John Mullins, graphics courtesy of Nick Cooke.

# ucasfilm Interview

***During the CES show Steve and Sean toddled off to have a chat with Doug Glen, Managing Director of Lucasfilm games, about Night Shift's, watery tentacles and a very special event in 1997...***

**How did Lucasfilm Games come about?**

Back in 1982 when Atari was flying high, they asked George Lucas if he would like to get involved in the gaming business; if he'd be willing to develop some interesting new game ideas for them. He said yes and put a team together. By the time the games were ready, Atari was in decline but the games were terrific: there was *Ballblazer, Rescue On Fractalus, Koronis Rift, The Eidolon* – that series of games – which did very well here as well as in the States. They were published with Atari and through Epyx, some through Activision. These were later followed by some simulations through Electronic Arts.

It wasn't until 1987 that Lucasfilm Games decided to become a publisher in its own right. That occasion was the publication of *Maniac Mansion* – the first of our graphic adventure games.

The decision to become a publisher was due to Lucasfilm's attitude toward its various businesses: to us, ILM and its other divisions. It was felt that we should become significant players and the only way to do that in the software business is to become a publisher and control your own destiny.

We have taken a new strategy from what we were doing in Europe as well. When we first started publishing, we decided that it was important to us to go direct to Europe and each of the major markets. And in each of these markets, we bring out local language products.

Lucasfilm's headquarters are Skywalker ranch, North of San Francisco. And until very recently Lucasfilm Games occupied one of the buildings in the ranch. We recently outgrew it, so we have now moved to a building in the Industrial Light and Magic complex in San Rafael. Our new neighbours are now motion control cameras and latex models!

**Is there any cross-over in skills between the special effects and games divisions? After all LM developed the Pixar computer rendering system...**

Pixar has actually been spun off and sold to Steve Jobs (inventor of the Apple Mac and NeXT systems) although the software technology resides within Industrial Light and Magic, where a lot of the special effects tools are designed.

In the movie Abyss for example, the pseudopod effect is probably the trickiest special effect ever done. And it was completely done with computer graphics. The people who did that are close to our group; we do exchange thoughts. Obviously the disciplines are very different but some of the technology is the same. We actually share artists more than we share programmers.

**The early Lucasfilm games were very much based on generic science fiction fantasy themes. Do products like *Indiana Jones* and *Night Shift* denote a move toward games related specifically to Lucasfilm movies and products?**

Yes, more so. In the past Lucasfilm Games wasn't in a position to take advantage of the opportunities of Lucasfilm movie properties. Lucasfilm Licensing felt, correctly, that they should seek out the best deal. Lucasfilm Games was a fledgeling company. Now, for the most part, we'll control the destiny of the film generated licenses. We've just done *Indiana Jones and the Last Crusade* and we expect to be doing more.

***Lucasfilm is primarily interested in story telling and pushing the envelope of experience design***

Lucasfilm primarily stands for storytelling and pushing the envelope of experience design. These two strands run through everything we do. Our objective with the graphic adventures – the story games – is to give people the best possible chance to suspend disbelief and be drawn into the story. We've tried to refine the interface further to make the computer 'disappear' so you don't have to type, you don't have a parser and your character doesn't die, so you don't constantly have to jump out of the fantasy to save the game and then go back into it.

You're not duelling in a battle of wits with the computer programmer, you're being sucked into the experience of a story. And to make it better and better we've had to crank up the graphics and make improvements to the sound. We can't tell the same story in the same way on an eight-bit machine.

**But are the eight-bits going to be abandoned altogether?**

Only where we have to. When we have games like *Pipe Dream* (that's *Pipemania* over here) or *Night Shift*, where it's possible to do an eight-bit version, we do. Like the *Indiana Jones* action game.

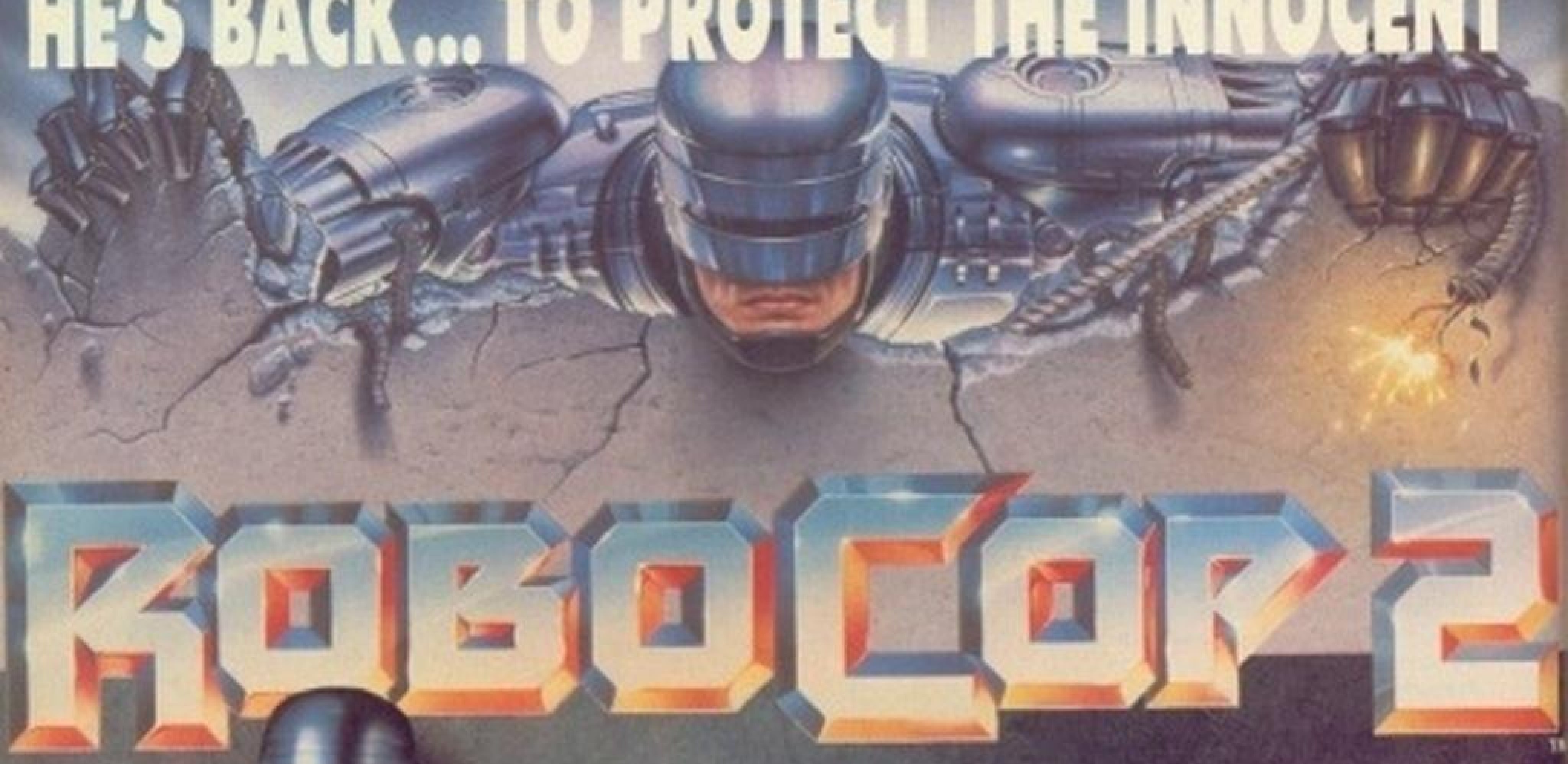
One of George's visions is that Lucasfilm will continue to push the boundaries of storytelling. The more you can do technically the more freedom we have to tell stories. The less expensive special effects technology becomes, the more interesting a story you can tell, the further you can allow your imagination to take you. One of the great things said about the Abyss pseudopod effect, was by James Cameron who said, 'It was the first time I'd ever told the special effects people what my vision was, and when I got the effect back, it was exactly as I'd seen it in my mind's eye.' When you're dealing with computers, you don't have to compromise with the limitations of the model, of motion control, of blue screen compositing. For example, another special effect in Indiana Jones and the Last Crusade, when Donovan drinks from the wrong grail and ages a thousand years: you couldn't have done that with traditional optical compositing because of all the hair that flew outwards in front of the background. To pull a matte from each hair would have been impossible, so it was done by computer and digitally composited onto 35mm film. All this means you can do more 'stuff'. When you can do more stuff, it eventually works its way back to the writers and directors, who can rethink the way they write their stories and make their films.

**Doug Glen of Lucasfilm Games, back in Britain to show us a game that originated here in the first place**

**And speaking of which, Doug left us with an exclusive...**

1992 is the 15th anniversary of Star Wars, the 20th anniversary of Lucasfilm, and there are some special things planned, including tours and exhibitions showing how Star Wars was done. We have also announced that we're beginning production on the next three Star Wars films (sounds of china hitting the floor at this point!). Pre-production has begun on the prequel trilogy, with the first one breaking on the 21st of May 1997, the second one a year after, and the third one a year after that.

# HE'S BACK... TO PROTECT THE INNOCENT



## EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

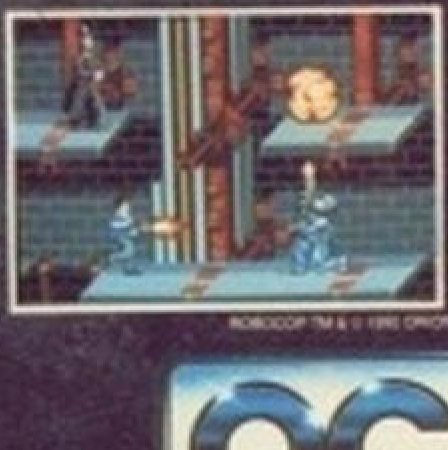
The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of

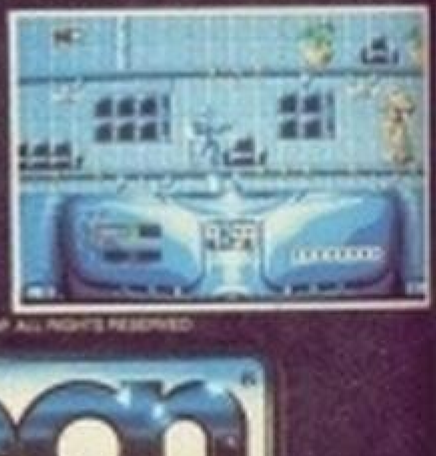
**Robocop!**

can deliver! Take on Detroit's evil mastermind and his Robocop 2 has justice in mind... a kind of justice only he mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.

**Detroit is falling apart - it's time to put it all back together!**

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA





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**ocean**

Manchester · M2 5NS Telephone: 061 832 6633 ·

**Andy Dyer – CF's answer to the Black Death – is back with another sackful of game hints and tips.**

**Yes, folks, its...**

# GameBusters

***Wimps!*** ***Anyone would think I had better things to do than give away gaming secrets to cowardly incompetents like you lot. But I haven't, so read on and may your whole life be guilt ridden because you weren't up to the challenge***

## Antiques Pokeshow

*(To be said in a patronising voice)* "Ah yes, madam, a beautifully crafted little piece which I'm sure has given you much pleasure over the years, it is however completely and utterly worthless."

Much the same can be said of the following cheats and POKEs, totally worthless but sentimentally valuable. So dig out your old games and let a nostalgic tear come to your eyes.

### REPLAY POKES

If you happen to own one of those natty cartridges like the Action Replay Mk IV you can press the reset button, type the relevent POKE from the selection below and restart the game.

If you don't have a cartridge, go out and buy one now, you'll wonder how you ever managed without it.

**FORGOTTEN WORLDS**
POKE 3246,165 – Infinite lives
**SOLOMON'S KEY**
POKE 2213,165 – Infinite lives
**GREAT GHIANA SISTERS**
POKE 8207,173 – Infinite lives
**THING ON A SPRING**
POKE 22234,2 – Infinite energy
**ROLLING THUNDER**
Okay so it's crap but this little gem should speed it up a bit – POKE 33740,speed. Speed should be entered as a figure between 1 and 255, 1 being fast and 255 slow
**BUGGY BOY**
POKE 39962,76 POKE 39963,41
POKE 39964,156 Infinite time

### PAPERBOY

A) Enter the following lines of BASIC;

```
10 READ Z : POKE 20100+A,Z : A=A+1 : IF Z
THEN 10
20 DATA 169,4,141,49,8,185,149,78,153,52,4,
136,208,247,76, 13,8,169,96
50 DATA 76,52,8,0
```

Followed by:

```
30 DATA 141,166,41 For infinite lives
40 DATA 141,107,40 For infinite newspapers
```

B) Type RUN
C) Type LOAD to load the first part
D) Type POKE 1012,78 : RUN

The game will load and run with your selected changes.

### SPACE HARRIER

Either press the reset switch or use the following

A) Type LOAD to load the first part
B) Type POKE 1011,248 : POKE 1012,252 : RUN to load and reset the second part
C) Type POKE 816,167 : POKE 817,2 : POKE 2096,248 : POKE 2097,252 :SYS 2061

TYPE:- POKE 2209,x For x lives per game
POKE 6010,173 For infinite lives
POKE 6059,0 To make the landscape harmless
POKE 6543,0 To make alien bullets harmless
POKE 7236,0 For constant autofire
POKE 7231,0 throughout the game
Type SYS 2128 to restart.

### Escape From The Planet Of The Incompetent Writer

A thousand apologies, last month's POKE for *Robot Monsters* contained a small error, but one which rendered the thing useless. Line 20 should have looked like this:

```
20 SYS 62806 : FOR A=564 to 598 : READ Z : POKE A,Z : NEXT : POKE 717,2
```

## Cover Tape 1

***It would appear that are debut tape went down a storm with all you games players, so we thought it might be of further interest if we printed some pokes for the games on it to extend their life-span even further.***

### REVOLUTION

Enter and RUN this listing to provide infinite energy.

```
10 REM REVOLUTION CHEAT BY H M PUGH
20 FOR X=517 TO 552 : READ Y : C=C+Y : POKE
X,Y : NEXT
30 IF C=3209 THEN POKE 157,128 : SYS 517
40 PRINT "DATA ERROR"
50 DATA 169,18,141,40,3,169,2,141,41,3,32,86
60 DATA 245,169,32,141,178,2,169,2,141,179,2,96
70 DATA 72,77,80,32,69,3,169,173,141,7,89,96
```

### TAU CETI

Type an RUN for infinite everything. It'll also stop the invade-a-load baddies firing at you.

```
10 REM TAU CETI CHEAT BY H M PUGH
20 FOR X=519 TO 573 : READ Y : C=C+Y : POKE
X,Y : NEXT
30 IF C=5658 THEN POKE 157,128 : SYS 519
40 PRINT "DATA ERROR"
50 DATA 32,86,245,169,24,141,68,3,169,2,141,69,3,96
60 DATA 72,77,80,169,2,141,42,4,169,42,141,41,4,169
70 DATA 173,141,46,251,76,0,248,169,240,141,235,
76,141,45
80 DATA 58,141,151,87,141,203,60,141,182,36,76,27,0
```

### REBEL

Enter and RUN for infinite lives and infinite supply of reflectors once you've collected one.

```
10 REM REBEL CHEAT BY H M PUGH
20 FOR X=517 TO 565 : READ Y : C=C+Y : POKE
X,Y : NEXT
30 IF C=5115 THEN POKE 157,128 : SYS 517
40 PRINT "DATA ERROR"
50 DATA 169,16,141,40,3,169,2,141,41,3,32,86
60 DATA 245,169,32,141,178,2,169,2,141,179,2,96
70 DATA 72,77,80,32,69,3,169,165,141,223,111,141,
200,127
80 DATA 169,169,141,81,128,169,0,141,82,128,96
```

# Castle Master

## The complete solution – Part 2

Castle Master

A horse, a horse, my kingdom for a horse. All right, I'll give you a kingdom, two furry dice and a dose of the plague for it

Up, door right to Lobby, door beyond table to Courtyard. Unlock door on left-hand shed, in to Stables. Crawl under wooden horse and collect key from hole in belly. Out, archway right to Wilderness. Stand on drawbridge and shoot rock into hole on wall next to archway to flip over wall onto Chapel roof. Collect key at your feet. Shoot flag, look up, shoot bird. Jump off roof and go into Chapel. Crawl down behind pulpit into Cavern. Collect key from cavity in wall to your left. Over barrier, out. Left at junction. Left, under barrier, through, left, left at junction, through to Stairwell.

Castle Master

Inside the chapel you find that Sunday morning services are as popular as ever but take a peep behind the pulpit

Up cellar steps, up first set of stairs, follow ledge round to second doorway. Crawl, shoot rat to left of table. Door beyond table to Stores. Strength potion on table can be used sixty-four times. Door left to Passage, ahead to Great Hall. Round balcony [Prince: crawl under barrier] [Princess: walk carefully along narrow ledge past barrier] to Passage. Ahead to ballroom. Shoot spirit to your left, unlock door opposite, through to Passage, ahead to Guard Room. Drink potion on table – you may now move through most doorways by throwing rocks at them.

Unlock door to your left and through to Spirit's Abode, shoot three spirits. Return through Guard Room, Passage, Ballroom, Passage, Great Hall, Passage, Stores, Carpenter's and Stairwell. Through doorway on next level up into Passage, ahead to Barracks, shoot spirit to right. Door opposite to Passage, ahead to Ballroom, round balcony [Prince: doorway will appear as you approach] to Passage, ahead to Corridor. Unlock first door, in to King's Solar, crawl, shoot rat, out.

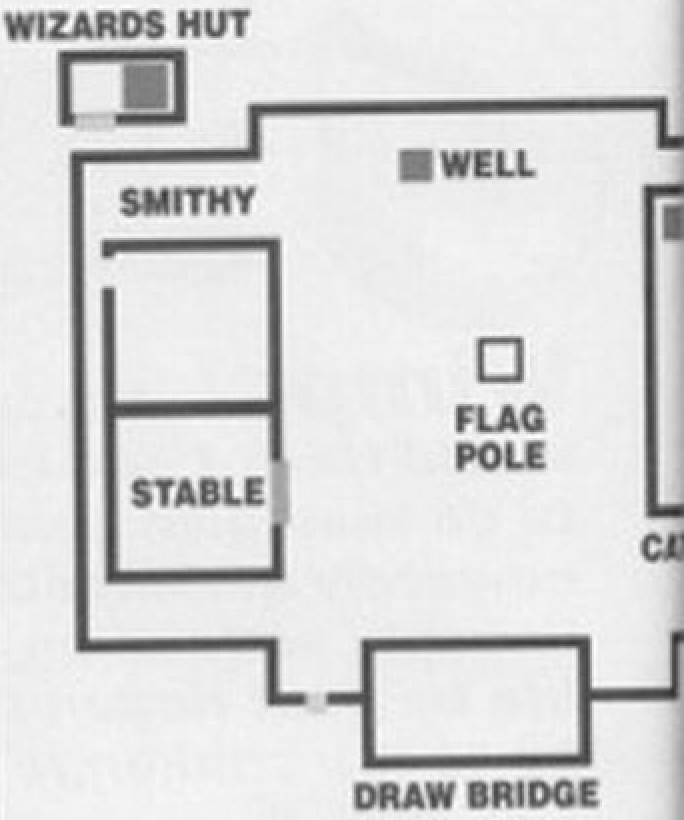
Unlock other door, through to Junk Room, shoot spirit. Doorway behind block in right-hand corner to Passage, ahead to Magister. Shoot spirit, action button to your right. Return through Passage, Junk Room, Corridor, Passage, Ballroom, Passage, Barracks, Passage to Stairwell. Look down and crawl across narrow part of ledge. Unlock door, through to Dragon's Lair. Shoot head twenty times to destroy the dragon. Through barrier, into Magister, press button to your left to remove barrier. Action keyhole on door to open, in to Captive.

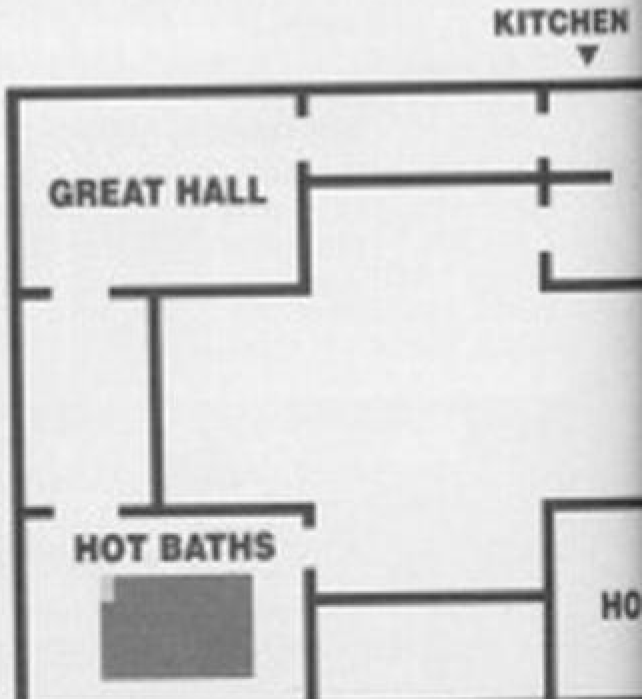
Castle Master

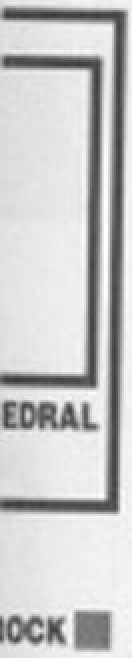
Shoot the dragon in the head twenty times and he looks just like Andy – incredible!

Castle Master

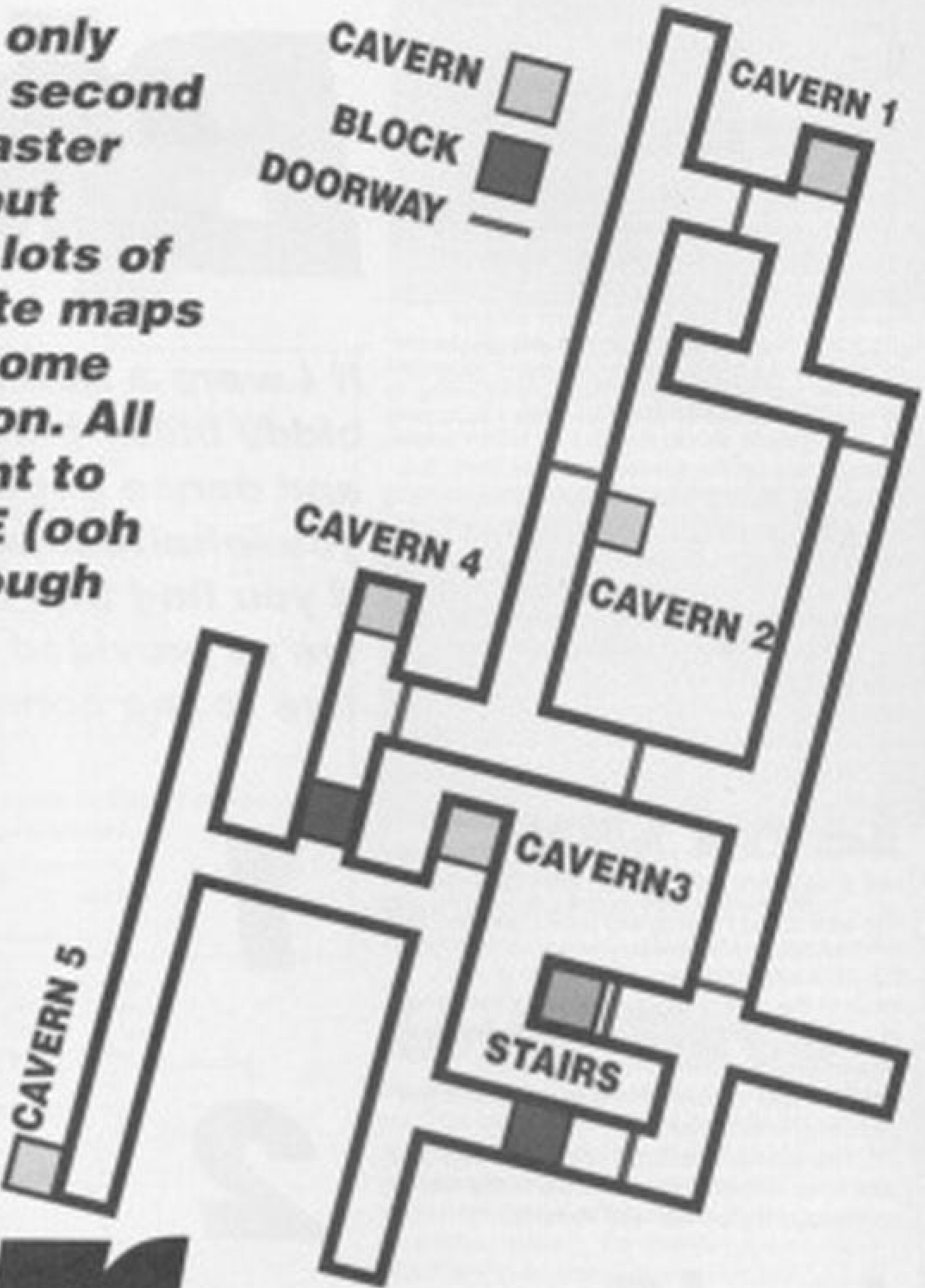
Your goal awaits and haven't you waited long enough for it? I think you have. Go on in and free the poor soul on the other side – you've both earned it



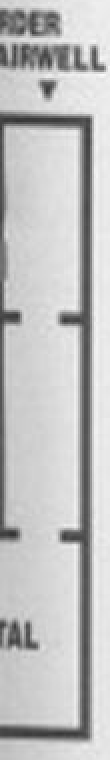


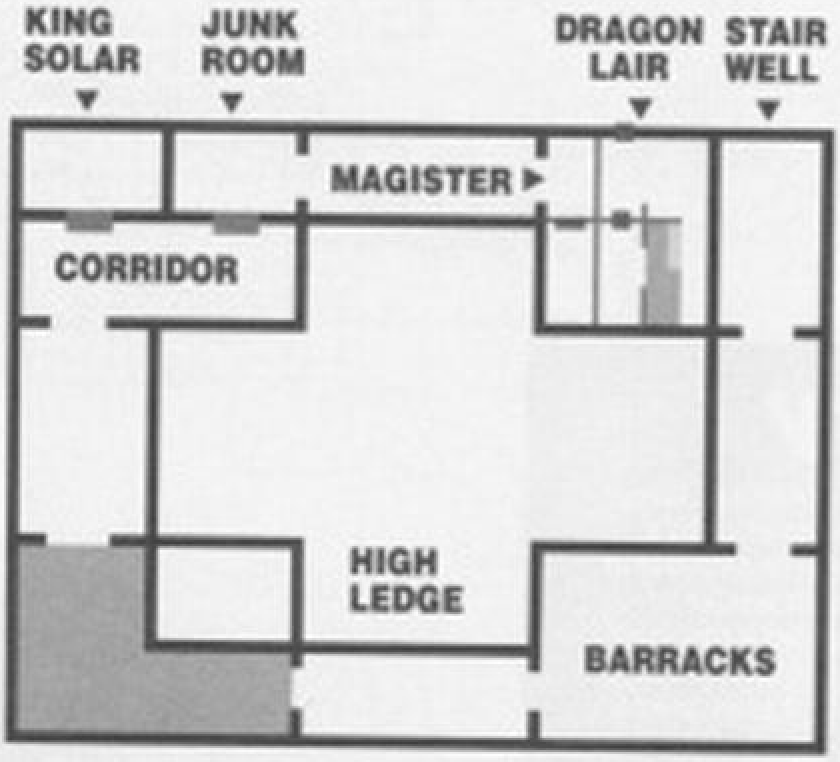


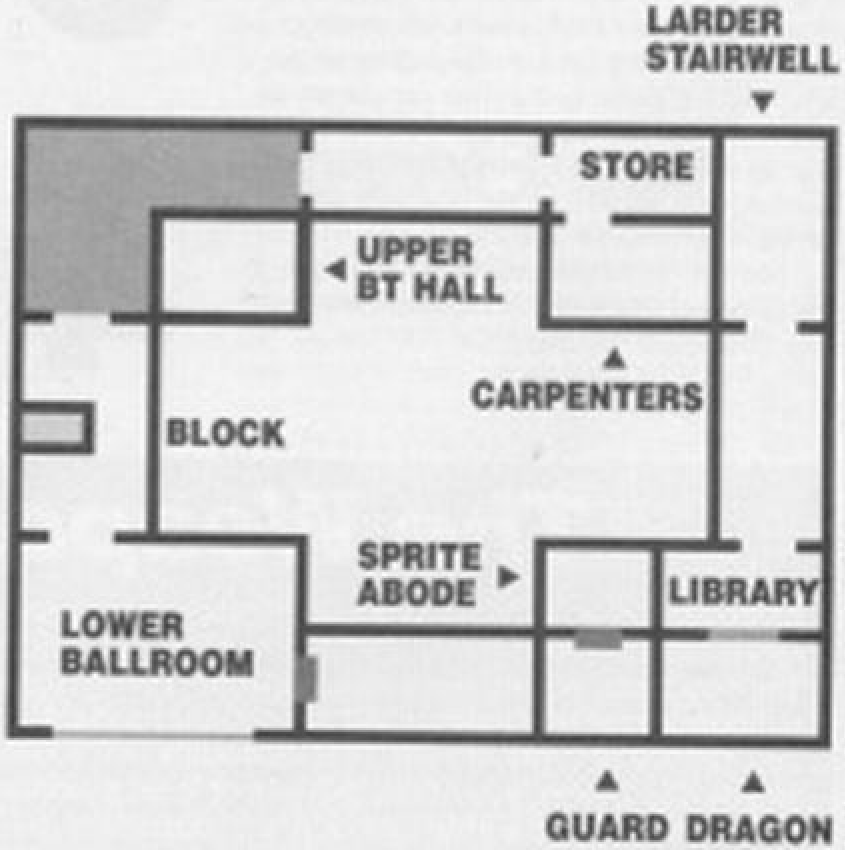
**Well looky here, not only have we printed the second half of the Castle Master complete solution, but we've also included lots of tantalisingly accurate maps so that you can do some gratuitous exploration. All this has been brought to you by COMMODORE (ooh don't they do a thorough job) FORMAT**


CAVERN
BLOCK
DOORWAY
CAVERN 1
CAVERN 2
CAVERN 4
CAVERN3
CAVERN 5
STAIRS

# stle aster


RDER
AIRWELL
TAL


KING SOLAR
JUNK ROOM
DRAGON LAIR
STAIR WELL
MAGISTER
CORRIDOR
HIGH LEDGE
BARRACKS


LARDER STAIRWELL
STORE
UPPER BT HALL
CARPENTERS
BLOCK
SPRITE ABODE
LIBRARY
LOWER BALLROOM
GUARD
DRAGON AHOARD

# Blood

***If I were a rich man biddy biddy biddy biddy biddy biddy biddy bum. Don't make a song and dance about it, the following POKE gives you infinite amounts of money and lives, but if you find this cheating lark a bit distasteful we've provided a gaggle of maps as an incentive to the honest among you***

## Getting Started

First things first, it's advisable to invite a friend around, as the game is considerably easier with two players (unless you've got halitosis, in which case you won't have any friends so you're not going to get very far anyway). Having said that, the one player mode isn't too daunting – just keep a cool head and keep those bullets flying.

You should aim to destroy an attack wave before it fills up the screen (most of them do), as moving around tends to become a tad tricky. Also, shoot the static guns as early as possible – they're a pain in the proverbials. Another point to remember is greed; try to avoid running after money if it means crashing into the background – only pick up credits when it's safe to do so (ironically the enemies which yield 25 credits move very slowly).

## Level One

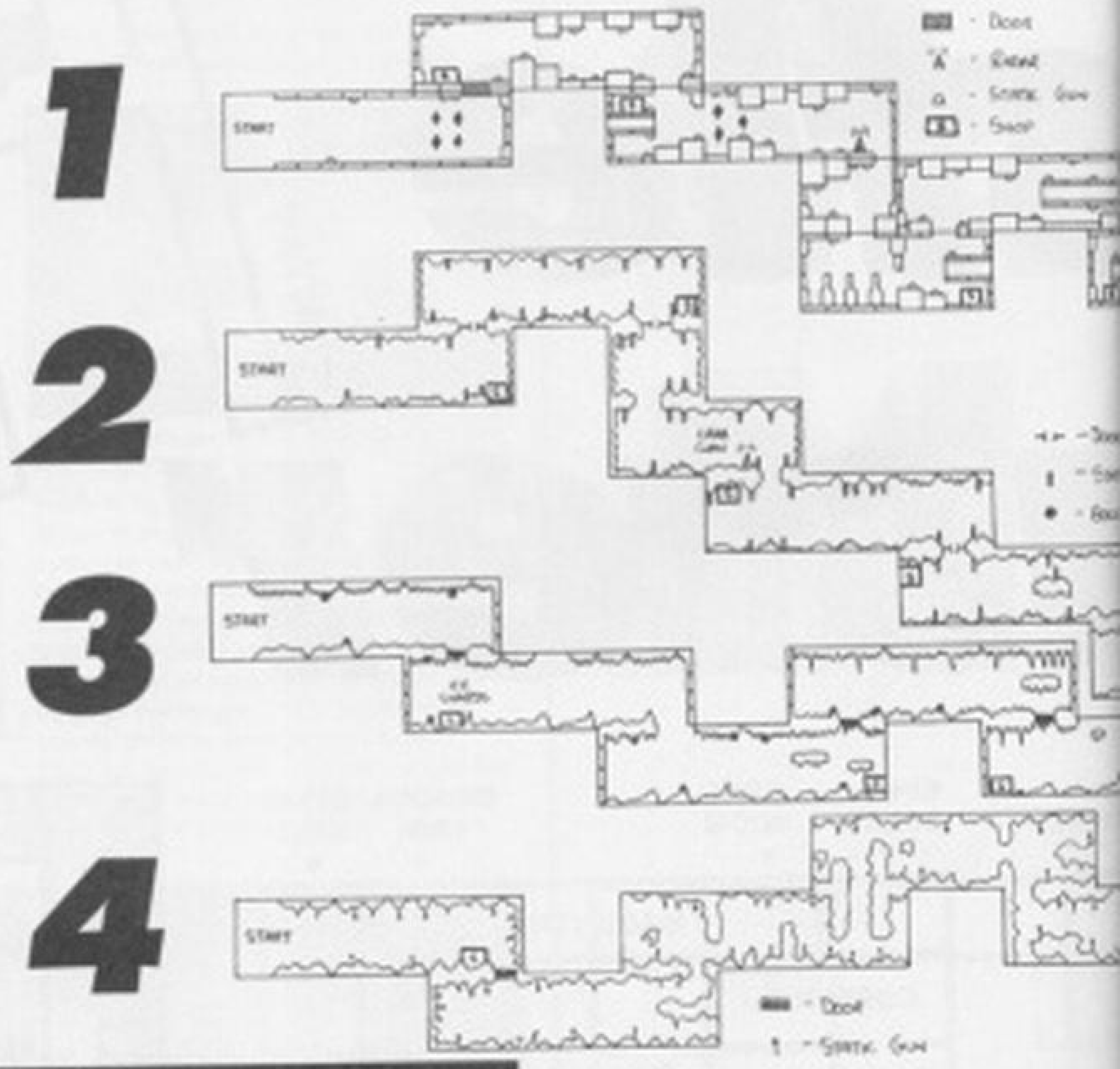
Not a very nice level to start with! Above all, don't panic! There are some particularly nasty aliens here, such as the shuriken type, and the thrusters (both requiring loads of hits). Most of the others (such as the walkers and mines) shouldn't cause too many headaches. The wheels are a real nuisance and it requires split second timing to get past them unscathed - practise.

The guardian isn't too lethal, but he's fast! Just keep shooting the spheroid in the centre, and dodge the bullets and rockets.

## Level Two

Another frustratingly tricky level. Firstly, be careful when travelling through doors – it's very easy to lose energy unnecessarily. The enemies to be wary of include the jellyfish (they monopolise the screen), the crabs (they're mad) and the amoebas (they circle around you). Refer to the map constantly as you never can tell when a giant pincer will pop up and pop you. Again, shoot the static guns a.s.a.p. as well as the boulders which temporarily block your path.

Not one, but three guardians await you at the climax of this level. No tactics here, just shoot the head like crazy.



## The Weaponry

**So many weapons, so little money. Essentially, you should purchase long-range missiles and rear missiles first of all, as they're the most effective. Then as more money becomes available, collect the earthbound/skybound support missiles. Finally, extra speed makes staying alive a bit easier. If you've only got one life left then obviously you'll need to buy an extra one (especially before you reach the end of level guardian). Personally, I found the neutron bomb a little lack-lustre in operation (but doesn't it look pretty).**

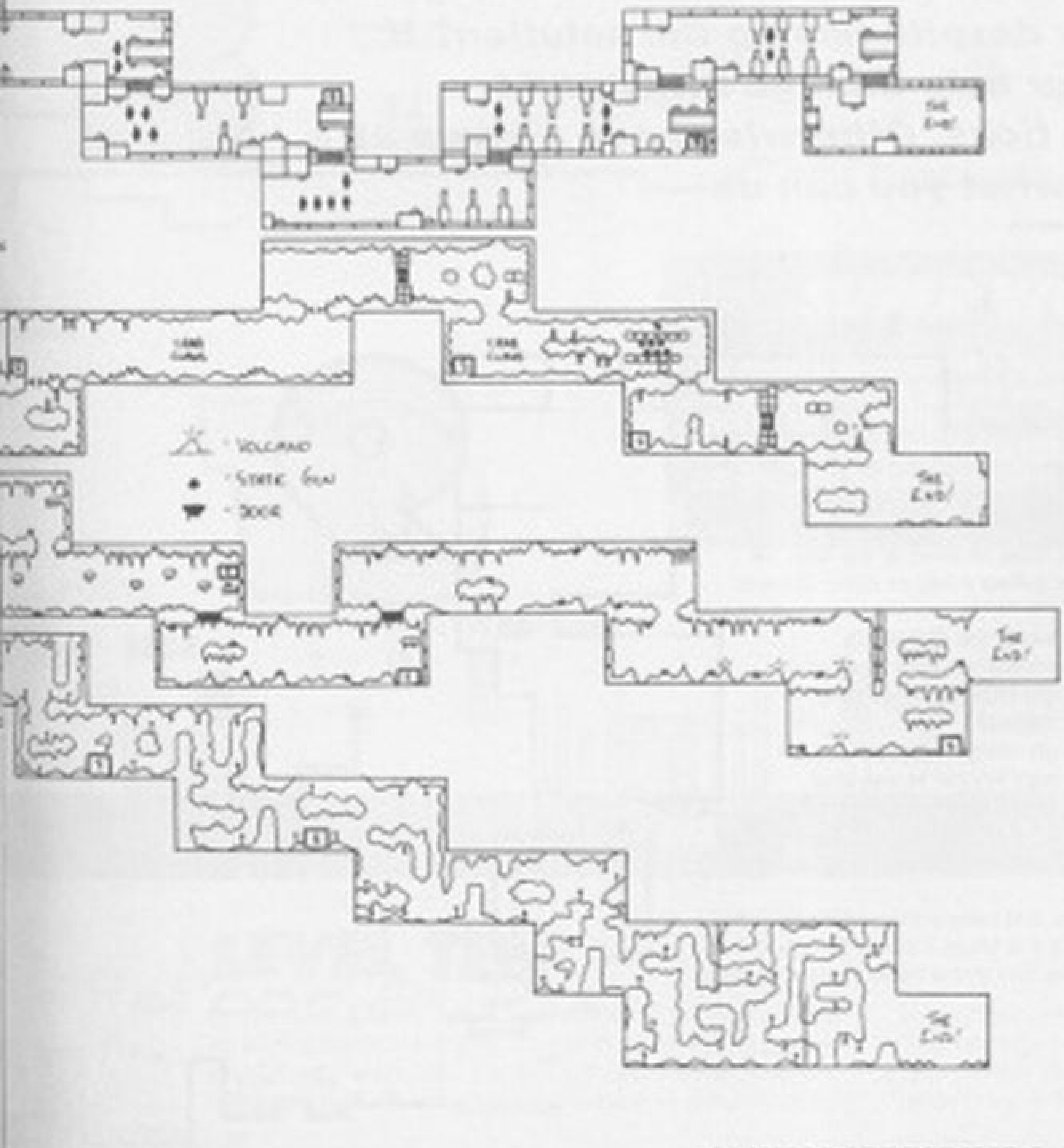
# Money

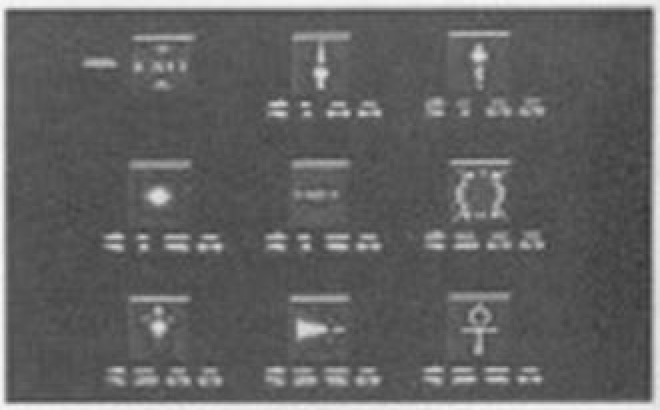
If those more than adequate tips weren't enough to get you through, type in the following listing (tape users only) and RUN it. Then LOAD the game and you should have infinite lives and money.

```
10 REM Jim Blackler  infinite lives and money for C64 Blood Money
20 FOR J=382 TO 453 : READ I : M=M+I : POKE J,I : NEXT : IF M<>9323 THEN STOP
30 SYS 62806 : POKE 727,126 : POKE 728,1
40 DATA169,1,141,137,192,141,129,192,169,182,141,128,192,76, 0,192,166
50 DATA167,224,192,208,4,162,4,134,167,169,222,141,79,72,169,120,141,80
60 DATA72,76,142,192,201,196,208,10,170,189,0,4,157,0,192,202,208,247
70 DATA108,172,0,165,1,78,3,50,169,185,141,247,39,141,131,50,76,91,207
```

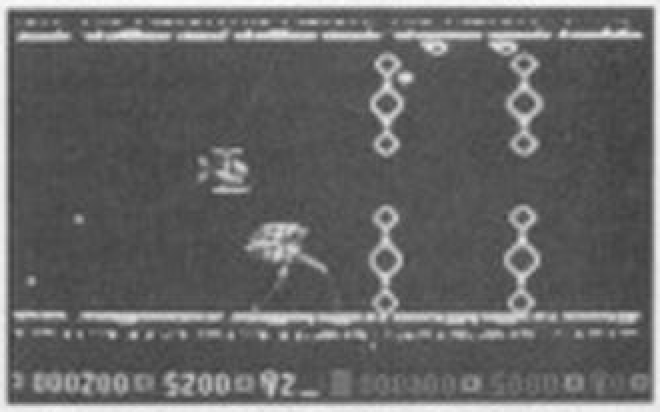
Disk users needn't feel left out either, if you own an action replay or Expert cartridge you can enter the following POKE and you'll become totally invincible.

```
POKE 12734,189
```





Spend, spend, spend. You don't get interest for being penny wise and there's no chance of going overdrawn either. So fill up those shopping bags and blast those vile alien scum



Nipping through traffic at rush hour isn't always that easy even with a helicopter. By the way, I don't fancy yours much. Nice legs, shame about the way it shoots everything that vaguely resembles a chopper

## Level Three

My favourite level, probably 'cos it's the easiest. The awkward enemies here include the asteroids (dodge them rather than shoot), the rockets (almost totally unpredictable) and the volcanoes (shoot a lot). Again, there is a pop-up enemy, namely the massive ice shards, which are guaranteed to surprise you.

The guardian here is a bit strange. Does anyone out there know what the hell it is? (answers on the back of a used ten pound note to Andy Roberts c/o *Commodore Format*...). Just aim for the orifice (ooh-er) and shoot a lot (the neutron bomb comes in handy here). The tail only fires in five directions, so you shouldn't lose too many lives.

## Level Four

The final challenge! Well maybe not. There are no really horrible aliens to speak of – they're all fairly easy to dispose of. However, the background scenerey has been awkwardly structured, which means that you will probably lose plenty of lives (and there are only three shops, so be VERY careful). Oh and don't forget, there are enemies on every level that home in on you. Needless to say you should shoot first and think later. This final guardian is just a bit tricky and requires some slick manoeuvering. Simply shoot the middle thingies, then the bottom thingies, and then the top thingies (for want of a better thingy, er, word).

That's it, YAHOO! Sit back and watch the brilliant end of game...er...message? What an anticlimax.

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

## LEVEL SEVEN

Proceed along the level going into each shop. When you find the magic shop buy ten fireballs. Continue along the level. To kill the coin collector, stand in one position and stab as he comes towards you. Watch out for the blue ghost at the bottom. Come out from the coin collector after getting the sword.

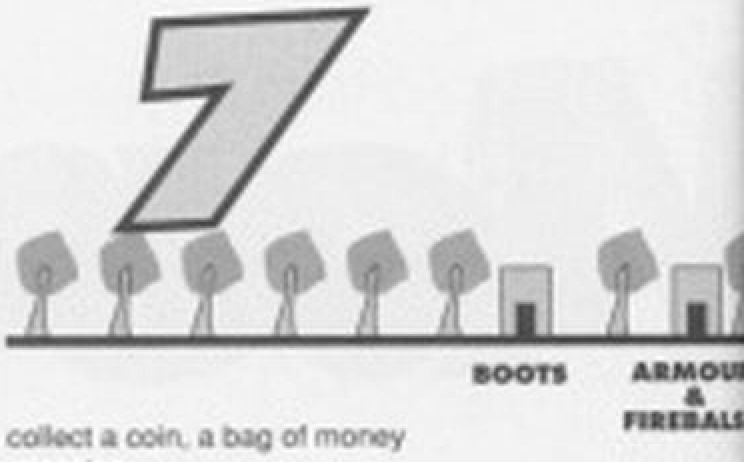
Continue right and enter the final door. An elephant will tell you what to do. Head back along the screen and watch out for a moving brick; jump onto this and it will catapult you up into the clouds. Jump along the clouds collecting the bags of money which are to be found on most of the clouds (try every one).

Now just drop off a cloud and you should appear in Pororo Islands. Kill the crabs and enter the door. Kill the Blue Knight as explained for the Red Knight before, and watch for the key (the red knight did not have one).

Collect the money and the key. Once you have left the room continue along the screen to the right, and climb up the ladder. You will play your flute automatically, whereupon an extra mansion will appear. Go into this mansion and visit the old man in the door above the moving brick. He will give you the Charm of Star.

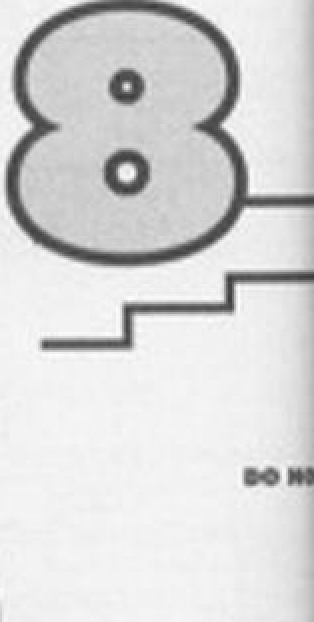
Come out and jump up the steps. Once up all the steps turn around and walk back to just before the edge of the top step. Jump three times to collect a coin, a bag of money and a heart. Exit the mansion.

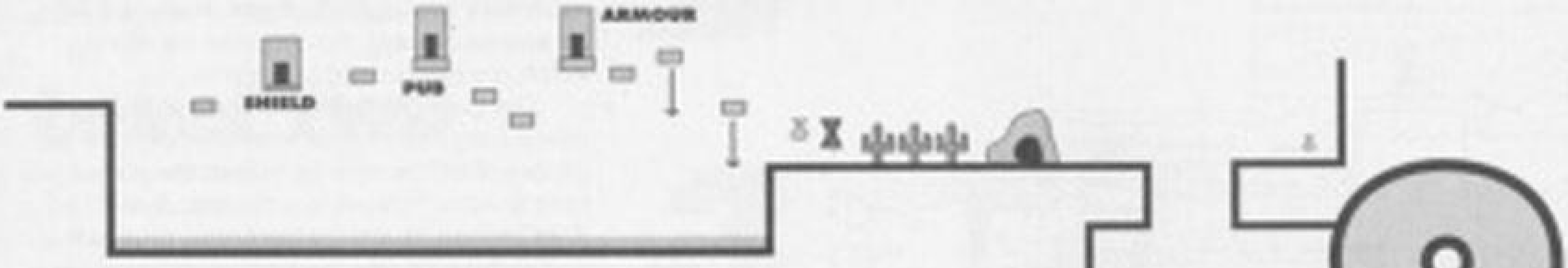
Once out, if you have your ceramic boots, jump onto the platform above the door to get three coins. Go back along the level, kill the crabs and stab the Blue Ghost out of the way. Then enter the door and kill the Blue Knight again. Collect the money and the big heart. Leave the room and exit the level. You should now get a 10,000 point bonus. If you had not killed the crabs and removed the ghosts before defeating the knight, though, they could have hit you and then you wouldn't have got your bonus.



# Wonder Boy P

**_Be honest now, did you manage the first half of this game, or did you fail miserably despite having the solution? If you blew it in spite of our help then go away and try harder, you odious little ticks. Otherwise have a gawp at the rest below and see what you can do_**





## LEVEL NINE

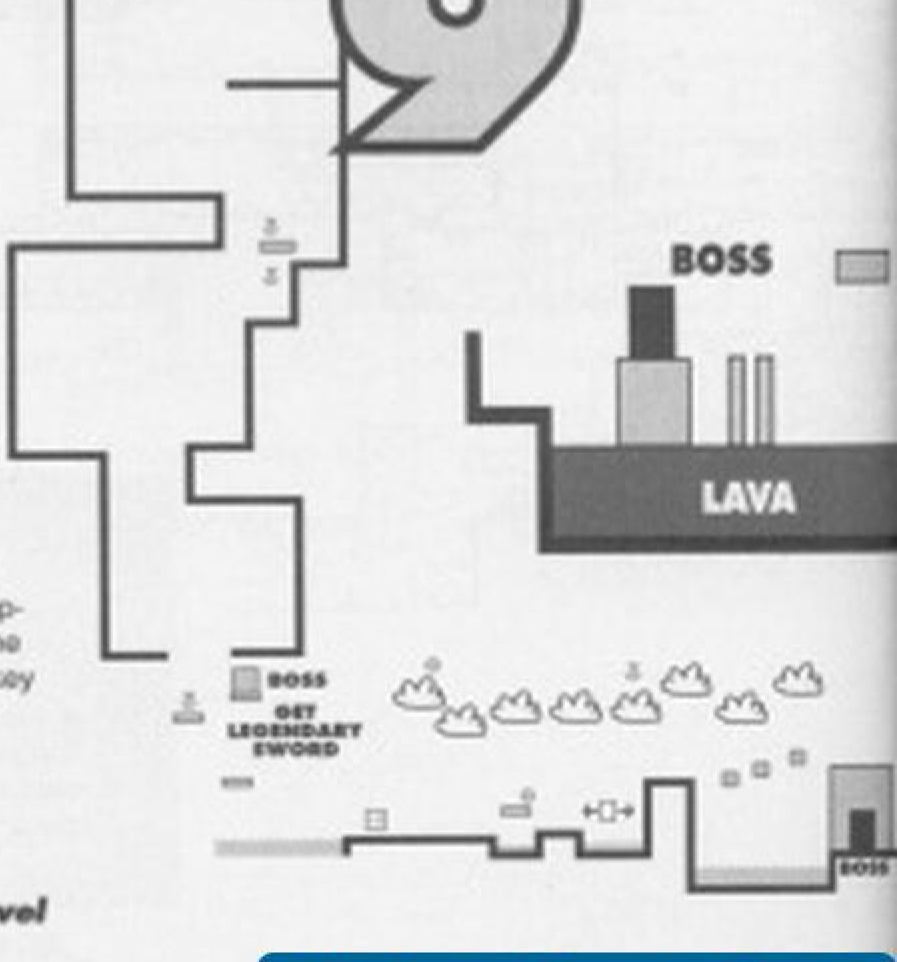
Buy your Legendary Shield in the shop. After you have crossed all the lava, kill the goblin and jump just at the edge of the lava to collect a bag of coins. Collect the egg timer and enter the cave.

Follow the arrows along the cave and drop down at the end of the screen, where you come to land on a small platform with another small platform below and a platform in the centre with a single blue ghost. Jump over the ghost onto the centre platform, and knock on the wall.

To kill the demon – as long as you have enough energy – just run at him and keep stabbing. If you don't have sufficient energy (try not to use your potions) time yourself to get in, stab, and get out while he chucks out his fireballs. Collect your Legendary Sword.

After you come out drop onto the lower small platform and collect a bag of money. Exit this part of the level.

On the next stage, jump onto the sinking brick and collect three coins by jumping. Continue along the level and enter the door to the Mega-Goblin. To defeat the goblin, it's best to jump over his shot and then stab him in the head. Collect the key and exit the level.



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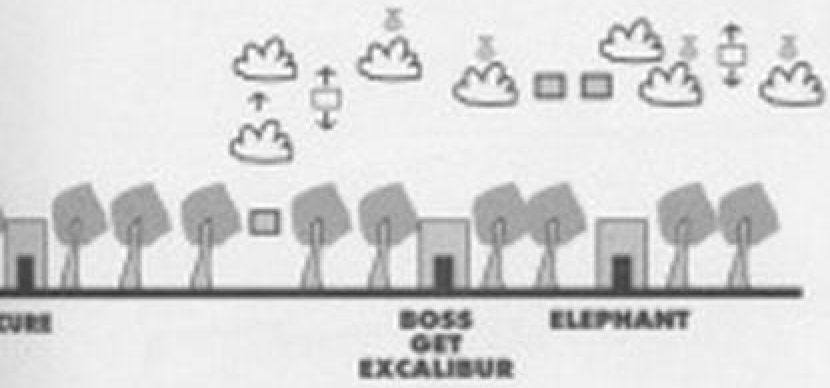
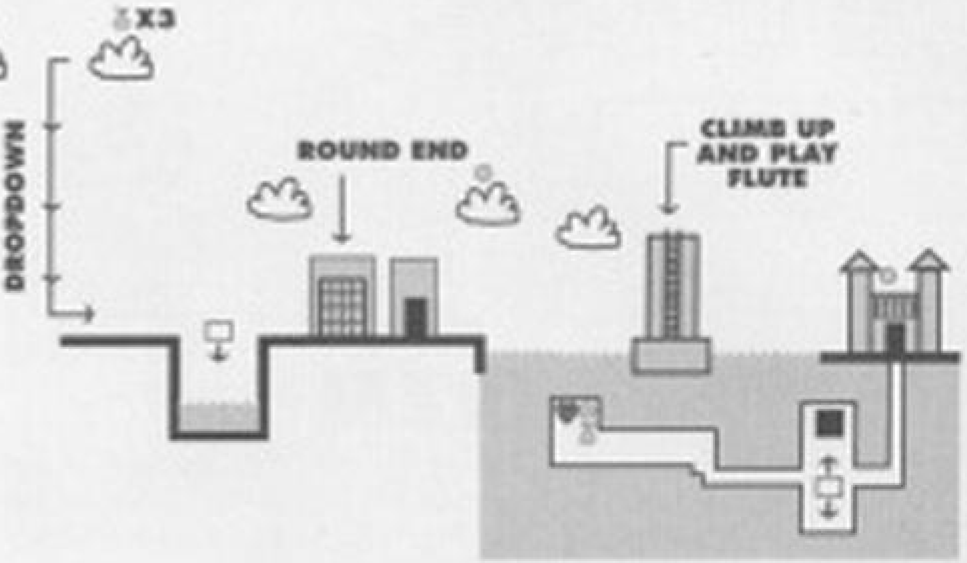
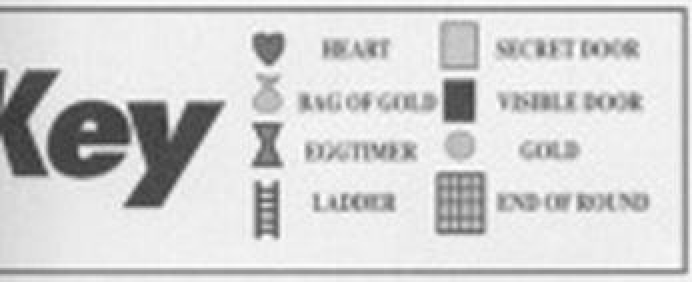

CURE
BOSS
GET
EXCALIBUR
ELEPHANT


X3
DROPDOWN
ROUND END
CLIMB UP
AND PLAY
FLUTE

# Key


HEART
SECRET DOOR
BAG OF GOLD
VISIBLE DOOR
EGGTIMER
GOLD
LADDER
END OF ROUND

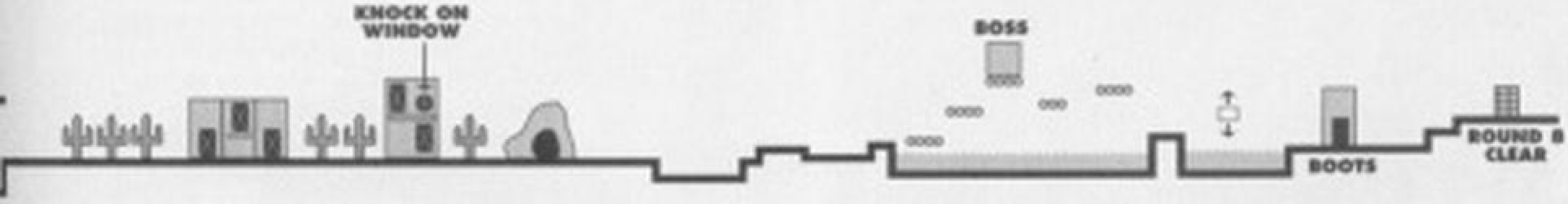
# rt II

## LEVEL EIGHT

Keep to the top of this passage until you enter the town. Once in the town, the doors all appear to be shut. There is a bar on the first ladder platform.

The Wizard: you must knock where the window is (on the large platform with broken doors top left and bottom right – this is the same as where Catherine was). To kill the Wizard, wait until he is just about to land then run towards him, jump over his shot and then stab him, he will fly off. Wait until he is about to land and do the same again. Repeat this until he dies, and collect the thunder flashes.

Enter the cave. Continue along the cave system and when you cross the central platform (above the lava) knock on the wall. This allows you to enter into Medusa's lair. To kill Medusa, try to use your sword and stab as she is about to land on you. If all else fails, use your recently acquired thunder flashes. Collect the money and key and exit the level.

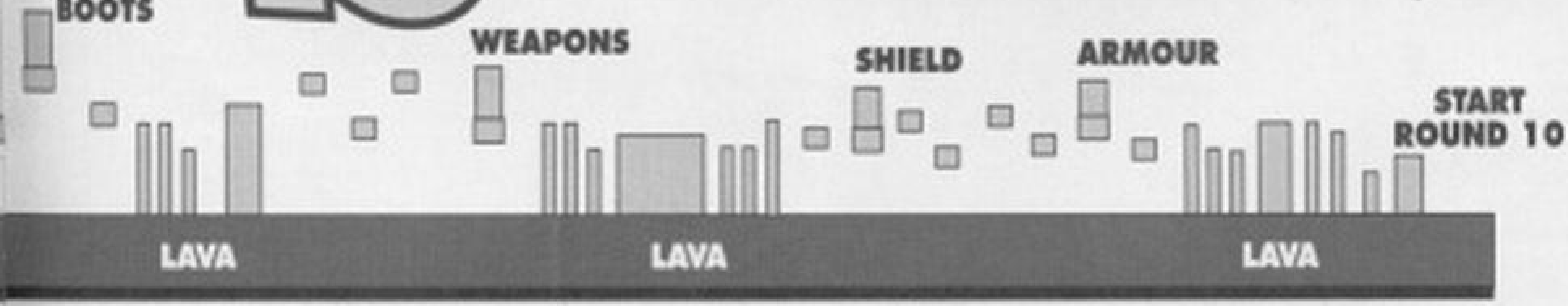

KNOCK ON
WINDOW
BOSS
BOOTS
ROUND 8
CLEAR

## SUPER WONDER CHEAT

**On level 4, after collecting the flute, get onto the roofs of the houses and walk all the way to the right without falling off (you should be on the little roof at the end). Walk back left and you will fall off and the message, 'Something wonderful has happened,' will appear, making you almost invincible as it does.**

***N. Whittaker, Blackpool***

# 10


BOOTS
WEAPONS
SHIELD
ARMOUR
START
ROUND 10
LAVA
LAVA
LAVA

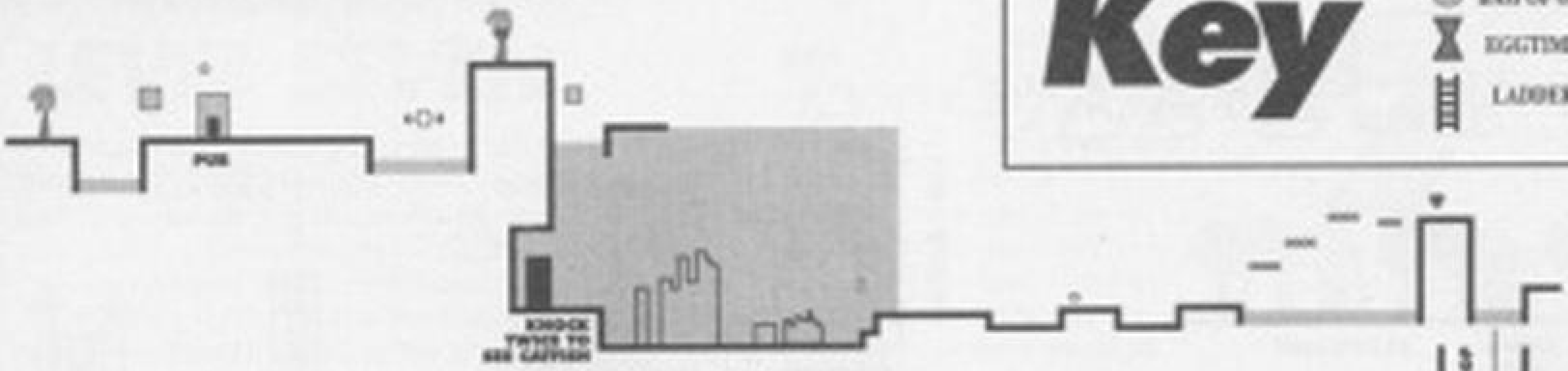
## LEVEL TEN

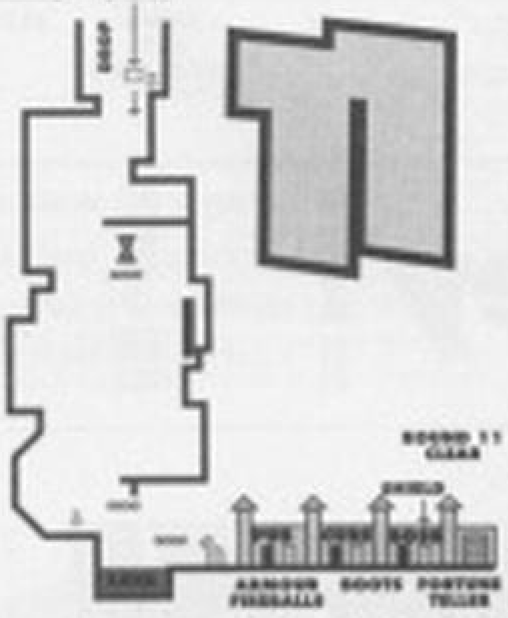
On this level, make your way across the red hot lava by jumping from platform to platform. Try not to fall in: it's not good for you! On each block, knock to find any secret shops that may be hidden there. There are a large number of shops dotted around this level (most of which are marked on the map), but they can only be entered once, so make sure to choose correctly. When you finally reach the end block you automatically enter the guardian's lair.

END OF
ROUND 9

## Key

| | | | |
|---|---|---|---|
| ♥ | HEART | ▭ | SECRET DOOR |
| | BAG OF GOLD | ■ | VISIBLE DOOR |
| ⧗ | EGGTIMER | ● | GOLD |
| | LADDER | ▦ | END OF ROUND |





# LEVEL ELEVEN

Proceed until you come to the palm tree, jump where the palm tree bends and collect a heart. Drop into the water and visit the store. Exit the store then go back in – the Catfish will give you the Hero's Emblem.

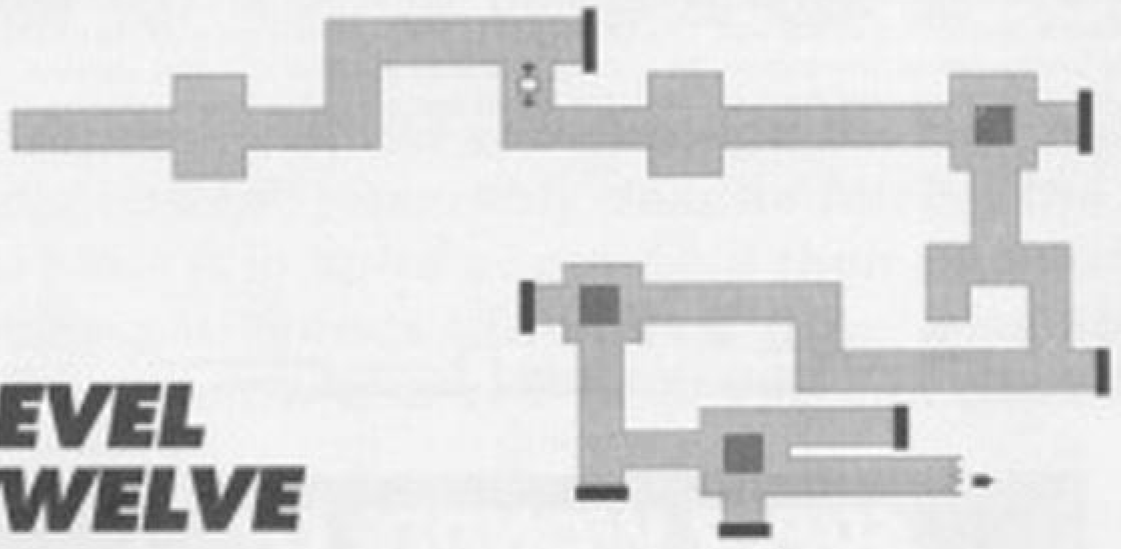
Continue along the underwater part of the level until the screen stops scrolling, jump in the middle of the first step and collect a bag of money. Exit the underwater stage.

In the cave, walk along the level (you should get a coin as you do). Collect the egg timer on the platform while dodging the coin collector. Drop down into the lava at the end of the screen.

On the front drop, there should be a plant and a moving brick. Kill the plant, then jump onto the moving brick. Now jump onto the small platform in the top corner, stand at the edge and collect three bags of money.

Continue down the screens until there is a screen similar to the one where you obtained your Legendary Sword, but without a blue ghost. Drop onto the bottom platform, stand in the middle and collect three bags of money. Exit this part of the level.

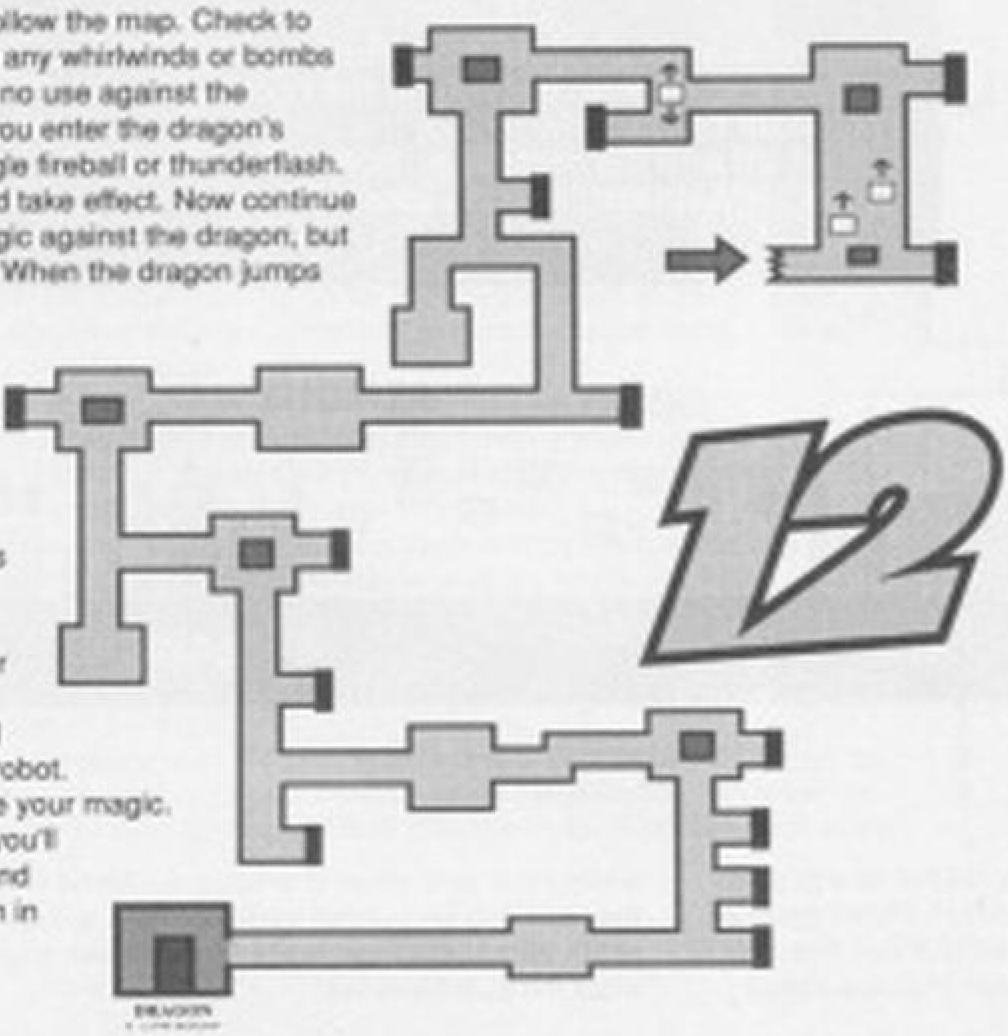
You are now in the Dragon's Kingdom. If you have not already obtained your Legendary Armour and you have enough gold – 540 pieces – proceed along the castle knocking on the wall to go into all the other shops and buy your armour. Don't knock on the wall unless you've got enough money, but go to the third door and kill the Silver Knight. Use the same method as for the Red and Blue Knights. Collect the money and key. Return to the beginning of the castle then proceed again knocking on the walls and buy your armour. If you need to, get healed. When you enter the last door, read the message and take the ruby. Exit the level.



# LEVEL TWELVE

For this level, follow the map. Check to see if you have any whirlwinds or bombs as these are of no use against the dragon. Once you enter the dragon's cave, fire a single fireball or thunderflash. The ruby should take effect. Now continue to use your magic against the dragon, but use it carefully. When the dragon jumps into the air, move to the left and you should avoid his fire.

Once the dragon appears to be dead, move to the left-hand corner of the screen. The dragon will reappear as a robot. Continue to use your magic. If you run out, you'll need to jump and stab the dragon in the head.



## SUMMARY

### ARMS

LIGHT SWORD – Level 2, after lava pit, knock on door Vampire King.
GREAT SWORD – Level 5, after falling down the well continue right. When a question mark appears, knock on the wall. Fight Giant Khong.
EXCALIBUR SWORD – Level 7, continue right until you come to a door surrounded by two small windows. Knock, enter and fight Coin Collector.
LEGENDARY SWORD – Level 9, fall down shaft. When you come to a screen with a ledge and a blue ghost. Knock on it and fight the Goblin.

### THINGS TO BUY

| NAME | PRICE | LEVEL |
|---|---|---|
| Leather Boots | 80G | 2 |
| Light Armour | 40G | 3 |
| Knight Shield | 120G | 4 |
| Heavy Armour | 100G | 5 |
| Legendary Boots | 350G | 8 |
| Legendary Shield | 350G | 10 |
| Legendary Armour | 540G | 11 |

# CHASE H.Q. II

## Special Criminal Investigation

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**Special Criminal Investigation**

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**Games, games, glorious games – that's what the Computer Entertainment Show was all about. Stevie J packed a camera and lots of orange Lucozade and took a shufty. We thought you'd like a peep at the latest pages from his photo album**

# CES Walk

**The show was officially opened by Esther Rantzen, a Teenage Mutant Ninja Turtle and Frank Bruno. Unfortunately, I didn't get any pictures of these celeb types at all. Ah, so what? You can't get Esther on cartridge anyway. I hope I've brought enough film...**

And here we are outside the hallowed halls of Earls Court itself. Um... big, innit? SNAP!

Lurking in the courtyard was Commodore's Prokon Super-X (the one Microprose had a few year's before) which shows films of jet flights and stuff, while throwing you round on hydraulics. You couldn't get near the thing by Saturday. SNAP!

Let's have a wonder over to the Nintendo stand and... oh blimey – it's the nutter in the Mario suit. SNAP! Run away!

The Commodore stand was rumoured to have cost well into six figures, and very pretty it looked too. There were banks and banks of monitor screens with C64s and Amigas hidden under the woodwork, so you could play the latest games for your favourite Commy. SNAP!

*COMMODORE FORMAT 2, November 1990, showing off*

F-15
STRIKE EAGLE

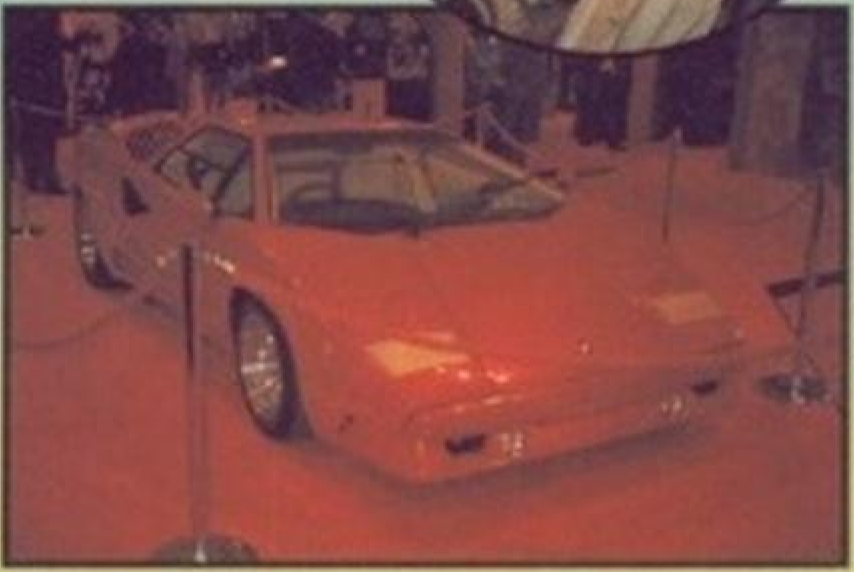
Microprose's stunning new *F-15 Strike Eagle* coin-op was there in all its glory. Squillions of polygons per second and snazzy sound. Ere, kid... let's have a go. Go on. Oh... SNAP!

Erm. Well, believe it or not, this is Gary Penn (ex-Ed of Zzap!, now Ed of The One). Good to see the rash is getting better, Gaz. SNAP!

TURTLES
TURTLES

A quick shuffle past the Mirrorsoft stand and, well guess what – a bad case TMNTitis. Oh well... SNAP!

I'll have a chat to Martin 'Tiger' Moth on the Micrprose stand. The poor sap spent most of the show pilotting flight sims for massed audiences to watch on a video wall. Certainly looks the part eh? SNAP!



The show was pretty much dominated by motor vehicles of varying sizes and descriptions with drag cars, Lotuses and Porsches. However, the prize for most lickable scrummy motor goes to US Gold's Lamborghini Countach. Mmmm...

There he is girls... (Waddya mean 'Who?') It's Andy Dyer (SNAP!), *CF*'s answer to Tom Cruise. Which leads us neatly on to...

Coo... there it is: the CDTV. With some compact disks on string. Unfortunately it wasn't working, and the shiny 'Commodore' badge was surrounded by glue. Oh well, the thought was there... SNAP!

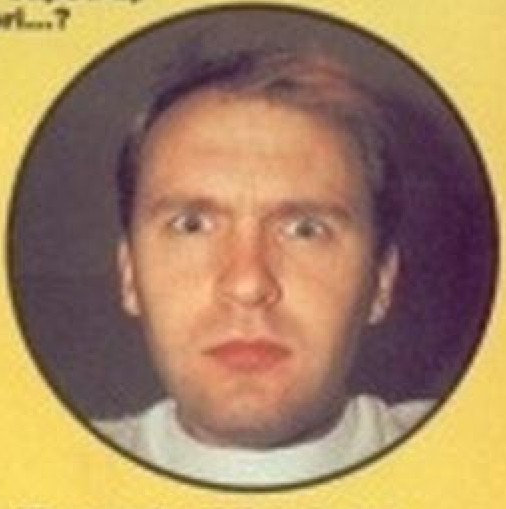
44
ULTIMATE MACHINE
The ULTIMATE DEALER

The Mindscape stand, where the team were busy showing off their *Days Of Thunder* licence. But – hold on, surely gourgeous Tom wasn't driving a suped-up Ford Capri...? SNAP!

# about

There were arcade machines a-plenty on the US Gold stand, touting their range of Capcom coin-op conversions. And all on free-play (not that it helped, since you couldn't get anywhere near 'em!). SNAP!

The Gremlin guys were well tooled up, with a Lotus Esprit Turbo and this motorbike which, you may be interested to know, is the very same bike on which some American won the World Championship (or something). Gosh... SNAP!



Uh, wonder if there's any film left... SNAP! Whirrrrrrrrrrrrrr, click. Oh. Yes there is.

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It's a Corker!

Rick Dangerous 2

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JOHN RICHARDSON

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|---|---|
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|---|---|
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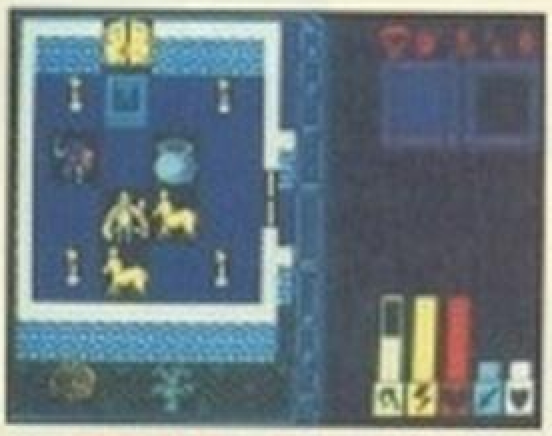

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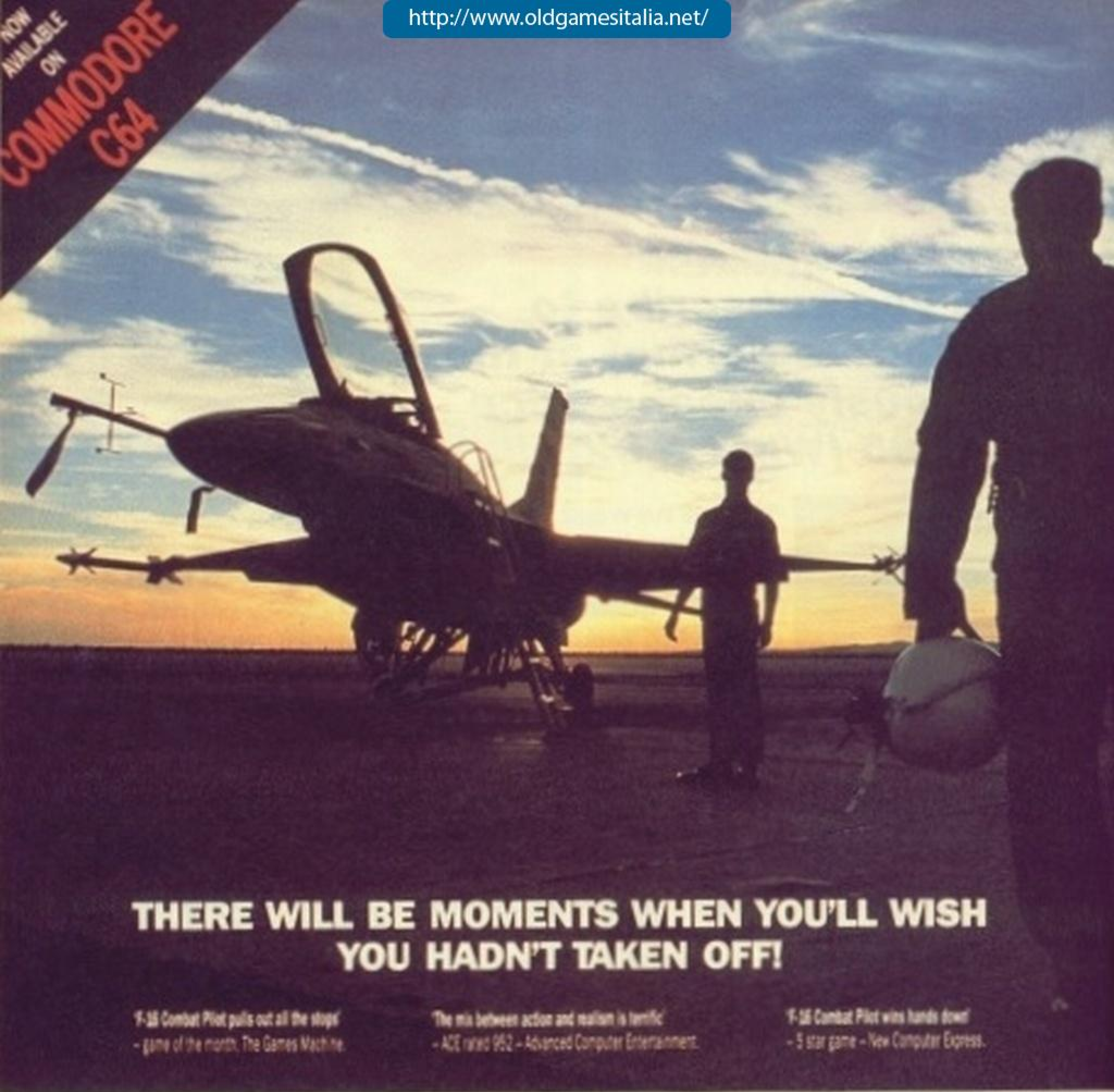

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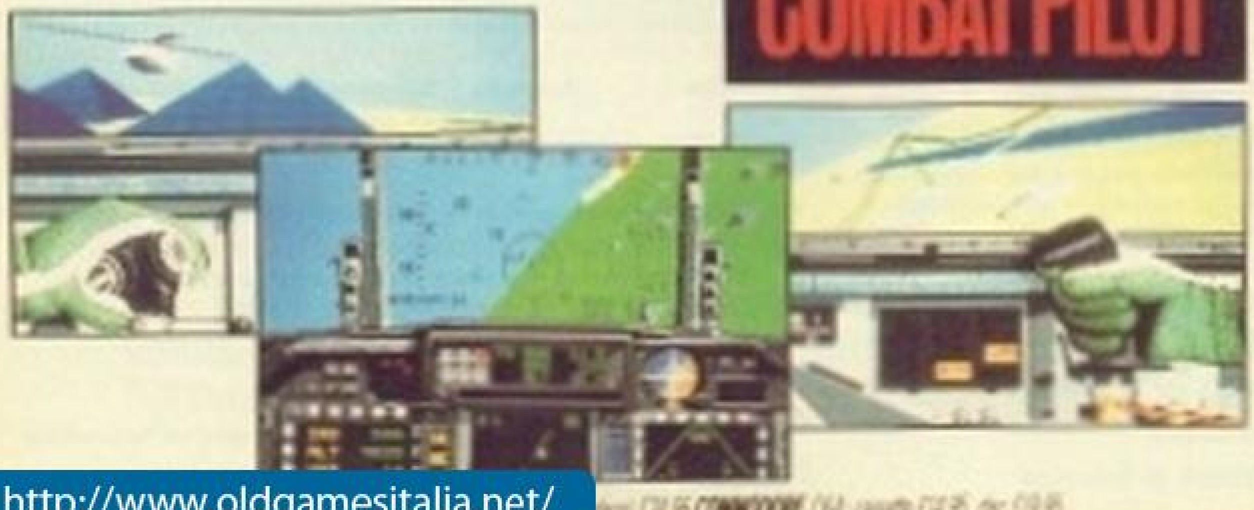

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# Veni, Vidi, Midi

***If SID isn't powerful enough for your musical aspirations, why not learn to talk MIDI? JON BATES explains how...***

## (I came, I saw, I made music)

Almost every music facility that the STs and Amigas can offer has, at one time or another, been written for the 64. Throughout the eighties a whole string of programs were launched that created sound and music either with the SID chip or using MIDI interfaces and it will probably come as no surprise to find that the major music software houses nearly all cut their teeth on the 64.

The dilemma for the 64 owner is: do you change your computer in order to further your musical interests or do you shop around for the basement bargains? Since you've bought this magazine (browsers and light fingered merchants stop right here) we can assume that you have every intention of using the 64. So where do you start looking for music programs?

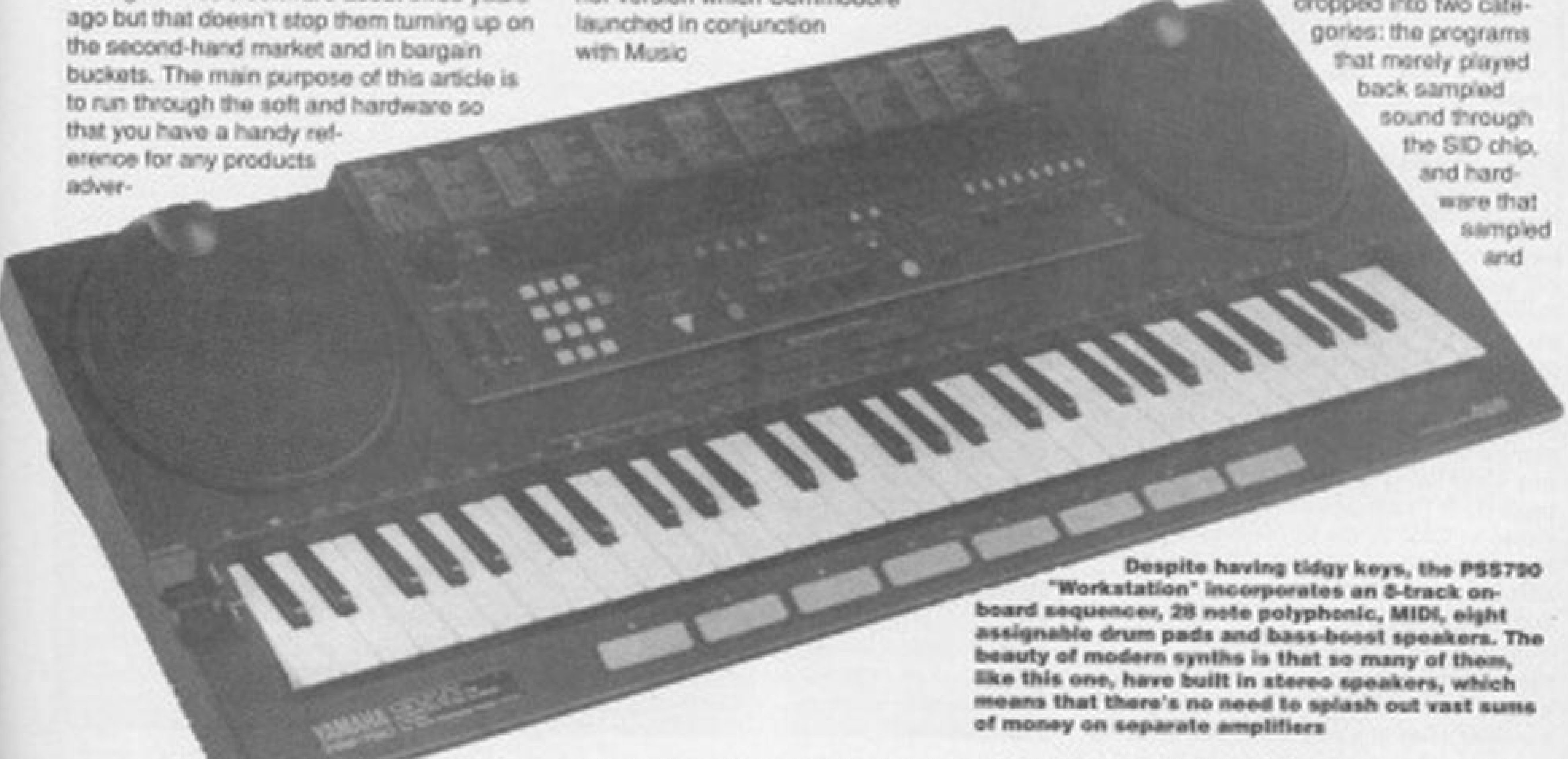
The major software houses stopped producing 64 music software about three years ago but that doesn't stop them turning up on the second-hand market and in bargain buckets. The main purpose of this article is to run through the soft and hardware so that you have a handy reference for any products advertised. They fall very roughly into two categories; those that use the SID chip as the sound generator and those that use MIDI.

Programs that use the SID chip are a nice cheap way to start. Whilst what follows is not a definitive list, it does point out the programs most often found. One of the earliest was a suite of American programs called *MusiCalc* which turned the 64 into a three track sequencer and also allowed you to control the SID chip in great detail. Then in 1984 Commodore launched a clip-on plastic keyboard that fitted over the qwerty keys, turning the beige box into a midget synth. The *Music Maker* package that came with it included sequencing and voicing software. In addition to this there were one or two packages that offered a four- or five-octave keyboard together with voicing and sequencing software. They had names like *Microsound 64* and *LVL Echo 1*. The superior version which Commodore launched in conjunction with Music Sales had a bolt-on device containing a Yamaha FM sound chip and in effect turned the 64 into a single keyboard with lots of voices plus rinky-dink rhythms and accompaniments to boot.

Other packages in this series allowed you to sample and play back sound, create your own voices with graphic display and have a three or six track real-time sequencer. These were all MIDI compatible to a certain degree.

The ultimate was offered by *The Music System* which had very superior graphics for it's brilliant sequencing, editing, score printing and sound creating software all on the one disk. MIDI compatibility was something of an afterthought, but Datel Electronics are currently offering the package complete with their own MIDI interface and free cables for forty quid.

Sampling on the 64 dropped into two categories: the programs that merely played back sampled sound through the SID chip, and hardware that sampled and



**Despite having tidgy keys, the PSS790 "Workstation" incorporates an 8-track on-board sequencer, 28 note polyphonic, MIDI, eight assignable drum pads and bass-boost speakers. The beauty of modern synths is that so many of them, like this one, have built in stereo speakers, which means that there's no need to splash out vast sums of money on separate amplifiers**

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## Sequencing software at a glance

| Model | Real Time | Step Time | No Of Tracks | Editing | No Of Events | Song Chain | Interface | Date | Original Cost | Other Software | Remarks |
|---|---|---|---|---|---|---|---|---|---|---|---|
| SCI 64 | Yes | No | 6 | Fair | 4064 | Yes | SCI | 1984 | £185 | Yes | Rom Based Software |
| JMS | No | Yes | 6 | Good | 9000 | No | JMS | 1984 | £45 | Yes | Interface extra £45 |
| JMS12 Track | Yes | No | 12 | Fair | 7677 | No | JMS | 1984 | £100 | Yes | |
| Score -Write | Yes | Yes | 12 | Good | 6813 | Yes | JMS | 1986 | £340 | Yes | Combines all JMS on ROM |
| Passport Midi 4 | Yes | No | 4 | Limited | 5000 | No | Passport | 1984 | £75 | Yes | Interface was £110 |
| Midi4+ | Yes | No | 4 | Good | 5500 | Yes | Passport | 1985 | £120 | Yes | Improved Display |
| Midi8+ | Yes | No | 8 | Good | 11000 | Yes | Passport | 1985 | £180 | Yes | |
| Music Shop | No | Yes | 4 | Fair | about 5000 | Yes | Passport | 1985 | £80 | Yes | Uses notation display |
| Siel Composer | No | Yes | 6 | Awkward | 9000 | No | Siel | 1984 | £39 | Yes | Can use JMS interface |
| Siel 16 Track | Yes | No | 16 | Not good | 9000 | Yes | Siel/JMS | 1984 | £69 | Yes | Wide range of software |
| Jareth | Yes | Yes | 16 | Good | 6000 | Yes | Jareth | 1985 | £250 | Yes | Well designed package |
| The Music System | Yes | Yes | 6 | Good | 3000 | Yes | P/port or Siel | 1985 | £40 | No | Super package with SID control |
| Pro 16 (Steinberg) | Yes | Yes | 16 | Excellent | 8000 | Yes | S.berg | 1986 | £90 | Yes | Super program interface £40 |
| Trackstar | Yes | No | 8 | Fair | about 8000 | No | S.berg | 1986 | £70 inc interface | Yes | Simple version of Pro 16 |
| C Lab Super -tracker | Yes | Yes | 16 | Excellent | 8633 | Yes | Can use several | 1986 | £115 | Yes | On a par with the best |
| Sonus | Yes | Yes | 8 | Fair | 4000 | Yes | Sonus | 1987 | £144 | Yes | Interface extra at £40 |

played back whatever you warbled into it. In this latter category there were some pretty expensive pieces of equipment which used the 64 as a controller and editor ignoring the SID chip completely. If this appeals to you then look out for the Microvox sampler which sampled at high speed (42Khz by 10 bit) and incorporated a 2,000-note capacity sequencer using any of the 16 samples it could store. There was also a program known as *DMS* for the aforementioned *Microsound 64* keyboard that employed 33Khz sampling and the hardware also incorporated MIDI interfaces so that you could play the sound back. In the former category there was the delightful *Microrhythm* for £1.99. A simple sampled drum program, it packed a hell of a punch and has to be the cheapest House drum machine going.

One rather dodgy note (A pun. Ha, ha.) was sounded by Commodore when they admitted to variations in the filters on SID chips and advised all commercial sound programmers to avoid using this part of the chip as the setting for one SID may result in unexpected sounds coming from another. This may explain why your SID sounds a sick as a parrot if you have copied a program that uses the filters.

One year after the launch of the 64 the concept of MIDI – Music Instrument Digital Interface – was foisted on the open market. Without going into vast amounts of detail the idea is that all instruments – drum machines, synths, single keyboards, samplers, can communicated and where suitable, link together. One year later (1984) and the 64 was voted the second best computer for music (second only to the BBC which had been around considerably longer). Over the next three years the amount of programs that were issued was quite staggering and covered everything possible topic: sequencing, voice programming for various synths and tone modules, notation and music printing. You will find a comparison listing which contains the most widely used 64 sequencing software on page 56.

Using MIDI requires two things. An external instrument and an interface. Obviously the instrument is an added cost but really your best bet nowadays is to go for one of the new single keyboards, those self-accompanying automatic affairs that often have mini-sized keys. Don't let this put you off has many of them have a wide range of sounds and sampled drums. They can also be multi-timbral, that is they can play more than one sound at a time, and you can use the keyboard to input notes into the sequencing program. You can always use it as a stand-alone instrument as well.

### Interfaces

One of the major headaches is that not all the interfaces are interchangeable. That is to say that if you buy certain interfaces you are restricted to the software that will run on it. Generally JMS and Siel interfaces are interchangeable and some software like *The Music System* and the *C Lab* programs could run on a choice of interfaces.

Where the 64's limitations show up is not so much in the speed of operation but in the rather limited internal memory. MIDI and music in general is pretty greedy when it comes to memory space and routines that strip out unwanted data are a useful thing for software to be kitted out with. A disk drive is also fairly essential. Apart from speeding up things they come in handy as some programs will load up various parts of their operations from the disk as they need them, again saving on memory space. Some programs were only available on disk anyway; another way round the memory problem was to have the software ROM based on a plug in cartridge that also doubled as an interface.

Keep the chart handy when you skim through the adverts. It's the only way you will know what you are buying!

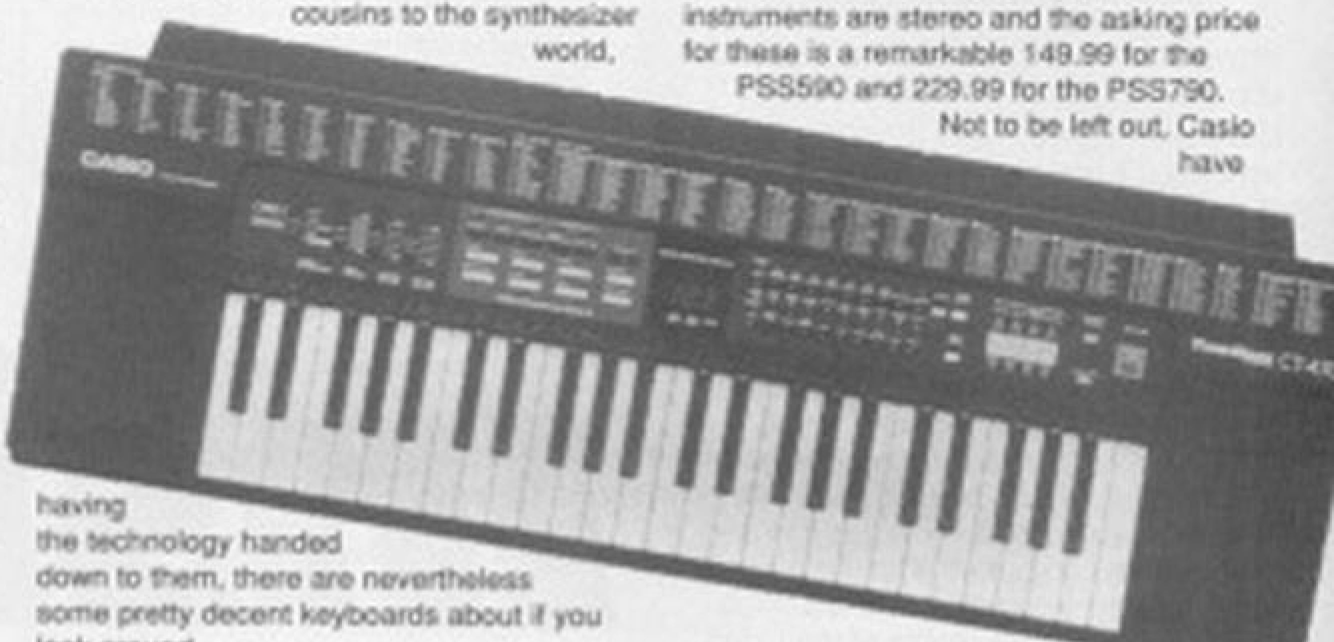
One of the very few companies that still has a stock of 64 sequencing software are EMR. Their *Performer* is now available at £29.95 on disk and the interface will set you back a further £39.95. However the is only other program they have is a DX7 voice programmer and the EMR interface is not compatible with any other software. You can contact EMR on 0702 335747.

If you know of any new music software for the 64 or come across something that we haven't mentioned then put pen to paper or finger to WP immediately and let us know at the editorial address.

## MIDI KEYBOARDS FOR THE 64

If you are going for a MIDI set-up for your 64 then the main expense will be the sound producing end; the synthesizer. As mentioned elsewhere, the cheapest option is to go for one of the single keyboards that are MIDI equipped. By virtue of the way that they work they have to be multi-timbral – that is produce several sounds simultaneously – and obviously they have a keyboard. Voila. The ideal combination for the budget MIDI system, lots of sounds and a keyboard to play them from. The market has plenty of these both new and second-hand and they are not too expensive either way.

The usual method in which they work for our purposes is that by pressing a MIDI Mode button or similar you can access the sound chip simultaneously on about five channels or so, each channel will have a separate sound and one may be dedicated to the drum department. If you get into MIDI you will find that you can change the sound from the software on the 64 for each of the channels by using program change commands and this will mean that every time you load up a song the sounds will be set automatically. It must be said that single self-contained keyboards are often the poor cousins to the synthesizer world, having the technology handed down to them, there are nevertheless some pretty decent keyboards about if you look around.



**Casio's MT-750 has 220 preset sounds and 110 auto-rhythmns among its many features but best of all it has MIDI IN, OUT and THRU**

Yamaha have recently launched two new miniature sized keyboards with advanced Midi specifications. Although not velocity sensitive, the PSS590 and 790 each have 100 sampled sounds on board. The 590 has a four octave keyboard and 20 drum sounds whereas the 790 has a five octave keyboard, 50 drums sounds, vector synthesis joystick, pitch bend and bass boost speakers. Both instruments are stereo and the asking price for these is a remarkable 149.99 for the PSS590 and 229.99 for the PSS790.

Not to be left out, Casio have the CT470, with 110 sounds and full sized keys for £229 and the MT 750 that has mini keys but a pitch bend wheel and full MIDI specs for £229. Kawai have recently enjoyed success with their K series of synths and the fruits of the research and design have been passed on to their smaller keyboards. Look out for the FS630 for £189.99 that has a 61 note full sized keyboard, 100 sounds and a wide choice of percussion. The top of the range FS680, for £269.99, has extremely advanced MIDI specifications allowing you to create and store new voices, program the internal memory for new bass, chord and drum patterns all from your 64 as well as providing five channels of sound for you to go at. The sounds are a mixture of sampled and synthesized sounds and the FS range is definitely worth a look and a listen!

If you decide to buy a keyboard second-hand, you still faced problems. The main problem is that when these are advertised, the wording of the advert is about as clear as mud: e.g. "Electronic Keyboard, Yamaha PSR, 49 keys, complete with batteries. Suit beginner. £75." This tells you very little. The important points you need to know are; what is the exact model number, has it been recently been used as a skateboard or baseball bat and does it have MIDI ports? Armed with a couple of reference books you can easily find out its exact specs and original date and price. The books I would choose are either *Every Single Keyboard* available for £2.50 from Bookrose Publications (081 443 3671) or *Keyfax 3* from Music Maker publications at £9.95 (0353 665577). Just as a matter of interest, you tend to get the greatest influx of second-hand single keyboards on the market around and just after Christmas. Time to go shopping I think!

## 'What's it do, Jon?'

### A guide to music software jargonese

### SEQUENCER

A piece of software that records the data of notes in pitch and duration. Playback puts that data back into the sound generator, be it either SID or Midi instrument. Sophisticated versions will let you edit notes, cut and paste sections and chain sections together to form songs. Step-Time means that each note is typed in individually. Real-Time is more like a tape recorder; you play it in and the program faithfully records it. You can nearly always correct errors, often the software will do this automatically for you – called Quantizing.

### NOTATION AND SCORING

Usually an addition to sequencing software. It converts your tunes into standard music notation and outputs this to a printer. The quality of the resulting print out will depend on the software and the printer but don't expect too much from the 64. Home quality is easily possible but for the serious musician the 64 simply can't cope with all the idiosyncrasies that printed music demands.

### VOICING SOFTWARE

Part of the Midi code lets you talk to the sound generating chip directly and alter the sound. Since all synths are no the same it follows that a specific piece of software has to be written for each model. The software should display the sound as a graph along with helpful numeric displays of the peripherals. It makes sound creation on digital instruments much easier. Usually there is a Librarian as well which stacks up banks of sounds to your liking, all ready to load into the instrument. Most voicing software for the 64 dates from 1984 to 1987 and the synths it caters for reflects the popular synths of that period, e.g. DX7's.

Voicing software can also refer to software that creates voices for the SID chip, again using decent graphics to help you. In both cases, sounds are stored on disk.

### SAMPLERS

A sampler takes a digital moving picture of a sound, stores it as binary code and plays it back. The sound can be played back at different pitches by an inputting device such as a Midi keyboard or qwerty keys. The sound can also be edited, looped and generally played around with thanks to the display of the sound in graphic form. Since it is a moving digital picture, the all important factor is the rate at which sampling takes place and the definition which that sound picture has. A rate of 42 khz is pretty good but usually problems creep in with the 8-bit words that the information is contained in. The sound quality isn't superb but it is adequate for most purposes.

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# Inside

**In the second of our monthly technical sections, resident tech head PAUL LYONS gets to grips with a few more of those prickly problems which curse you and your beloved 64...**

**Last month's Inside Information call for POKE routines met with an incredible response. Thousands of people sent in listings from all around the world. We had hundreds of listings from right across Europe... well, er dozens of listings from right across...okay, so we only had four listings. But they did come from places as far apart as Liverpool and Weston-Super-Mare...**

## SLOWER LISTINGS SCROLLING

Back in the Good Old Days of computing when the only computers in the country were to be found in universities and nuclear missile bases, there were very few monitors so most input to and output from computers was done on teleprinters – enormous free-standing typewriters, with no power of their own, but connected into a central computer. Taking a listing was no problem as everything was automatically printed out (anyway, they were so slow that you could have written it all down as it was being printed).

With a monitor, the listings whizz up the screen and the only way to read them is to interrupt the listing which means that you have to type LIST a dozen times to read a longish listing. That is without Henry's truly excellent little prog.

The Listing

```
0   REM freeze listing
1   REM by Henry F
10 FOR A=49152 TO 49170: READ B:
POKE A,B:NEXT: POKE 774,0: POKE
775,192
20 DATA
72,165,197,201,6,240,4,104,76,26,167,
165,197,201,2,208,250,240,244
```

The controls

Pressing F5 will freeze the listing.
Pressing F7 will continue the listing (after pressing F5)
Holding down the CTRL key will slow down the listing's scroll speed.
Pressing the RUN/STOP key will interrupt the listing.

*How it works – a hacker's explanation.*
This routine works by changing the list vectors (774-775) to a custom routine sittign at C000 (hex). However the routine is totally relocatable so long as there are 19 free bytes (change 49152 to your own address and the low and high bytes for 774-775 in line 10).

*How it works – the rest of us.*
When you LIST a program, the computer searches its memory for the list routine (a sort of mini program) that tells it what to do.

## A short history of the demo...

In the early days of the C64, before copy protection was very advanced and FAST was barely a gleam in the software industry's eye, more than a few people used to copy games and distribute them to their mates. As the software companies got wise to this and better copy protection was added, small groups of like-minded people got together to pool their talents and the Cracking Crews were formed. Games programs were cracked, compressed and packed in groups onto disk, with a short message boasting about the skills of the group. Gradually, as each group tried to outdo each other, the messages turned into full-blown programs – some better than the copied programs themselves – and finally the copied programs were dropped completely and the Demo was born. Much of the early demo stuff was done on the C64 by people who now program 16-bit machines for a living (a number of software houses keep an eye on the demo scene in the hope of finding new talent) and the demos for the C64 and Amiga are argueably the best 8-bit and 16-bit demos around *(but what has this little history lesson got to do with this month's Inside Info? – Ed)*. What this little history lesson has got to do with this month's Inside Info is that one of the first tricks to grace The Demo was The Infamous Scrolly Message and the second program sent in by Henry F does just that...

### THE INFAMOUS SCROLLY MESSAGE

The listing

```
0   REM The Infamous Scrolly Message
1   REM by Henry F
10  PRINT "(shift & clr/home)":N=1
15  S=62
20  ME$="SCROLLY GREETINGS FROM COMMODORE FORMAT "
25  ME$=ME$+"- GOT A 64? GET A COPY "
30  POKE 211,20:POKE 214,7:PRINT SC$
40  SC$=MID$(ME$,N,S)
50  FOR A=0 TO 120:NEXT:N=N+1:IF N=S THEN N=1
60  GOTO30
```

### WHAT IT DOES

This listing can scroll messages anywhere on the screen without disturbing the rest of the display.

N – the character the program will start scrolling from
ME$ – the message. It can be anything you want up to 255 characters and can be continued in the way we have done on line 25. It must also end with a space (otherwise the n=message joins up at the ends...)
SC$ – the scrolled message
S – the number of characters in the message. Our message has 62.

### HOW IT WORKS

Line 10 clears the screen and sets N=1 to start the message scrolling with the first character. By pressing the shift key and the clear/home key together you will get and inverted heart in the listing §.

Line 15 sets the number of characters in the message.

Line 30 sets the point at which the scrolling message will appear. POKE 211,(0-39) for the horizontal position, POKE 214,(0-24) sets the vertical position by changing the last number.

Line 50 sets the length of the pause between letters, to slow the scrolling down. By changing the number 120 you can change the speed of the scrolling. The IF N=S bit makes the message start again once it has all been displayed.

## We Want Info!

If you have any questions you want answering, tips for ther C64 users, small but snazzy chunks of code or BASIC istings or just any odd but interesting piece of info about the C64 – we want it! Send your missives to: Inside Information, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2AP and remember to provide us with your name and address. If you give us the goods – we'll do the same! There are prizes for the best demos, listings, tips or hardware projects sent in, so get busy!

# Info

### REJECT RESET

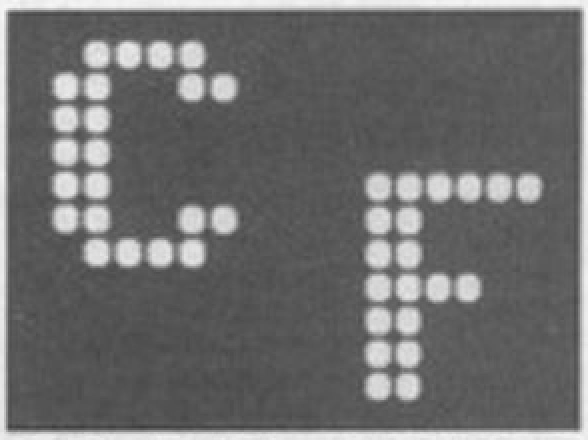
F yer typin in som ov dees pokes frm d' tips sexun, dunt trie te resett yer C64 wivowt a resetin cartridge. I recently took advice from a guy at school. He told me to connect 1 and 3 in the user port with a wire. In doing so I almost blew up my C64 and had to get it repaired. The bill wasn't cheap and I would have been better buying a rest cartridge. Unlike repair bills, reset cartridges only cost about a fiver, so don't use any othe methods, OK?
**Stuart Watson, Glasgow.**

*Ah, well Stuart. The problem here is not that resetting your 64 without a cartridge is not possible, simply that it takes a bit of care. Your mate at school (sorry, your ex-mate) is right when he says all you have to do is connect pin one and pin three together. To reset a C64 without a reset cartridge, all you need is a paper clip, or a 10cm piece of wire. Turn your machine around and look at the user port (that's the one that looks like a piece of circuit board with copper contacts on the top and the bottom). Put one end of the wire on the TOP MOST LEFT–HAND CONTACT and touch the other end BREIFLY to the NEXT–BUT–ONE TOP CONTACT. This will reset your machine.*
*However*
*a) Touch Pin 1 to Pin 2 or Pin 2 to Pin 3 and indeed, you will have a big bang, a dead C64 and you might not do yourself any good either.*
*b) It's not very good practice and if you reset your machine regularly you should buy a proper reset cartridge (or one of these amazing does-everything-but-make-the-tea cartridges).*
*c) THE COMMODORE FORMAT DISCLAIMER. WE DO NOT RECOMMEND THAT ANY RESETS THEIR C64 IN THE ABOVE WAY AS IT STILL CAN DO NASTY THINGS TO YOUR COMPUTER. ANYONE WHO DOES IS ON THEIR OWN (we're only telling you so that Stewart doesn't go and beat his mate up for blowing up his 64 – sorry Stewart, that was all your own work...).*

# Big letters

### WHAT IT DOES

This program from Andrew Gale in Weston-Super-Mare, allows you to print characters on the screen, eight times larger than normal. Each character is made up of circles, although it is possible to use any other character from the Commodore font set by substituting its CHR$ value for 81 in line 60180 . The program itself doesn't do very much, it's designed as a subroutine – a mini-program you can put on the end of your own programs and use as you need it (GOSUB means GOto SUBroutine).



**Say it loud – with characters eight times larger than those in the standard set**

QQ$ is the large character itself
QA the horizontal positioning for the character
QD the vertical positioning for the character

To use the subroutine, you could do the following:

```
10 QQ$="C":QA=5:QD=10:GOSUB 60000
20 QQ$="F":QA=15:QD=10:GOSUB 60000
```

which will print the letters C and F on the screen.

### THE PROGRAM

```
60000     REM **  LARGE PRINT   **
60010     REM ** BY ANDREW GALE **
60040     REM
60050     REM QQ$=CHARACTER TO PRINT
60060     REM QA=CHARS ACROSS
60070     REM QD=CHARS DOWN
60080     QQ=ASC(QQ$)
60090     IF QQ>31 AND QQ<64 THEN GOTO 60130
60100     IF QQ>63 AND QQ<96 THEN QQ=QQ-64:GOTO 60130
60110     IF QQ>95 AND QQ<128 THEN QQ=QQ-32:GOTO 60130
60120     IF QQ>159 AND QQ<192 THEN QQ=QQ-64
60130     POKE 56334,PEEK(56334) AND 254
60140     POKE 1,PEEK(1) AND 251
60150     FOR QL=0 TO 7
60160     QV=PEEK(53248+(QQ*8)+QL)
60170     QH=128:QO=0
60180     IF QV>=QH THEN POKE 1024+((QD+QL)*40)+QA+QO,81:QV=QV-QH
60190     IF QV=0 THEN GOTO 60220
60200     QH=QH/2:IFQH<1 THEN GOTO 60220
60210     QO=QO+1:GOTO 60180
60220     NEXT QL
60230     POKE 1,PEEK(1) OR 4
60240     POKE 56334,PEEK(56334) OR 1
60250     RETURN
```

# Tip temptation

Apart from printing all your tips, programs and letters, I thought that each month I'd set a little challenge. Nothing too hard, just something to get the brain ticking. This month, I'd like to see adpatations of Andrew Gale's program to print big letters: the best program sent in that
a) asks for a letter to be typed
b) asks for a position on the screen for the letter to be displayed
and then
c) prints that letter, not made up in dots as Andrew's program does, but made of of the letter itself (ie, A made out of A's, B made out of B's etc).

And just to get the brain ticking even faster, the best letter, tip, program or whatever of the month will get £20's worth of of anything they want from our mail order list. This month's winner is Henry F, for the listings scroll and scrolly message programs (if you're reading this Henry, give us a call as we don't have your Surname or phone number...)

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# The Gauntlet

***By the light of last month's loser soaked in oil, I bring thee tales of a new conteste. It be the Knight of Turrican, Kevin Sibley, who taketh on the masked stranger from God's good town of Briftol. And I think it's time I dropped the naff medieval accent and started telling you what went down in this month's Gauntlet...***

**THE CHAMPION**
**Kevin Sibley prepares to defend his title**

**THE CHALLENGER**
**Can Chris Jordan overcome the CF champion?**

Still confident from last month's victory, cool joystick junkie Sibley returned giddy with swagger (actually, I'm making this up – he's really a dark horse, this one). 'Rainbow Islands?' says he, 'Why didn't you come up with a game that would really put my right arm to the test?' Well actually, Kevin, we're into playing computer games here...

Arriving with him was this month's challenger, Chris Jordan. Chris, who looks like the kind of lad who'd be cast as Watson in a Young Sherlock Holmes movie, was the first to admit that he hadn't played *Rainbow Islands* before but he was suitably under-awed by the plush surroundings of the *Commodore Format* office and his lack of experience wasn't making him nervous. Chris wasn't at a disadvantage. Kevin Sibley's own acquaintance with *Rainbow Islands* had been brief. The two of them practiced while a POKE was searched for that would allow them both to have infinite lives. They'd need them.

**Chris battles with the Quickshot joystick – preferred playing implement of both contestants – with both hands...**

When the two victims – er, sorry – players were ready to meet their doom, the stopwatch was readied and a *CF* C64 was spurred into action. Chris agreed to play first (the tech heads downstairs had stolen our other machine so this wasn't going to be a head-to-head). The player with the highest score after a ten minute bash would be the winner.

Five, four, three, two, one. Go! Chris dived straight in there and got off to a really good start. We'd given both contestants infinite lives to avoid having to take note of the many games they might each have otherwise played during their ten minutes but Chris played as though every life was his last. Kevin, who was watching closely, kept very quiet as his adversary set the pace.

The main challenge for both contestants would prove to be the screen in which the giant spider has to be scrunched before a time limit runs out and the water level rises. A player out of time gets drowned at this point and the psych-out stress could ruin their game afterwards. Chris nearly befell this fate and the

**...While Kevin adopts a more casual, one-handed approach. Looks cool – but it didn't do him any good in the end, snigger snigger!**

**The two contenders sit, completely engrossed in the proceedings: this titanic struggle for supremacy, this modern day arena of combat, this... edition of Eastenders!? Oy! Stop watching that drivel and play *Rainbow Islands* instead. Cor, I dunno, you just can't get the help these days...**

**And this piccy just about says it all. Kevin... you were crap. (Everybody say 'Aah')**

grim determination he had shown earlier began to show some signs of strain as the water level came perilously close to drowning his character. But with only a pixel of land left between Mr Multicolour and the Deep Blue he saw the spider off and escaped with the treasure.

Making his way up the platforms as deftly as a rainbow wielder can, Chris went into full swing with a rocketing score to match. But time was running out and as the one-minute warning came, you could tell he'd given his best and couldn't keep it up much longer. The ten second count came and went as Chris lost a few lives in rapid succession. Pause mode was punched and the score noted: 428,430.

## Chris went into full swing with a rocketing score to match

**The new-found champeen goes ape on hearing the news of his victory. Dunno why, all he won was a beaten-up copy of CF1...**

Kevin came to the keyboard carrying the weight of his title as Gauntlet Champion. He had said that he wanted to go second. Now he knew what was expected of him and he had the air of someone determined to get on with the job. He was itching to go though. When the stopwatch was reset and he got the word it was unfortunate that he didn't get off to a very good start. He lost a couple of lives very soon after the off and was visibly (and audibly!) frustrated.

But by the time he was half way into the game, the champion was running about neck and neck with Chris (half the score in half the time). Kevin wasn't impressed. He wasn't satisfied with the way he was playing and pushed himself harder and harder to make a gap between himself and his opponent. The trouble came exactly where everyone had suspected it might. The spider and Kevin were destined not to have a good relationship – the arachnid refused to die. As time ran out and the water came bubbling up, Kevin had to jump up on to some of his rainbows, forsaking his safe position at the bottom left corner of the screen, in order to avoid a premature watery demise and the unenviable task of facing the spider a second time.

He did it but it cost him time and something in the way of confidence. Our champion was suddenly under pressure. As time trickled away, it became more apparent that there was indeed a gap opening up between Chris and Kevin – but it was Kevin who was falling behind.

## By the time he was half way into the game, the champion was running about neck and neck with Chris

With the one-minute warning given, the situation was looking grim. Kevin had reached roughly the same point in the game as Chris had done by this point but the score didn't match. Kevin played doggedly on, right through the final ten second countdown, and clocked in a respectable 307,950. He knew what that meant.

Both Kevin and Chris showed real sportsmanship after the contest. They got drunk and sang rude rugby songs. No they didn't. Kevin took his defeat in his stride (after all, he had been a champion himself) and Chris was magnanimous (look it up) in victory.

## Do you feel lucky, punk?

**In *Commodore Format 3* Chris will be coming back to take on another reader – this time in *Monty Python's Flying Circus*. Come back and see how the mighty fall next month.**

**If you'd like to take part in the ultimate gaming challenge, we'd like to hear from you. At the moment, we're looking for a challenger for The Gauntlet in *Commodore Format 4* where the game will be *Rick Dangerous II*. We'll pay for you to come down to Bath and bash whoever happens to be the champion. What are you waiting for? Write now to the address below.**

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*Plunged into a hedge*
*And died when the impact caused his*
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*through the top of his head*

What has this got to do with *Rick Dangerous II* we hear you ask? Just the fact that this poem is totally crap and, well... the game isn't. In fact we liked Rick's new adventure so much that we've arranged a competition in conjunction with Microprose, the lucky winner of which will get a day out at that very same software house complete with lunch and a flight in their own private light aircraft (incidentally, it isn't very light at all because last time I tried to lift it I spent a week in traction).

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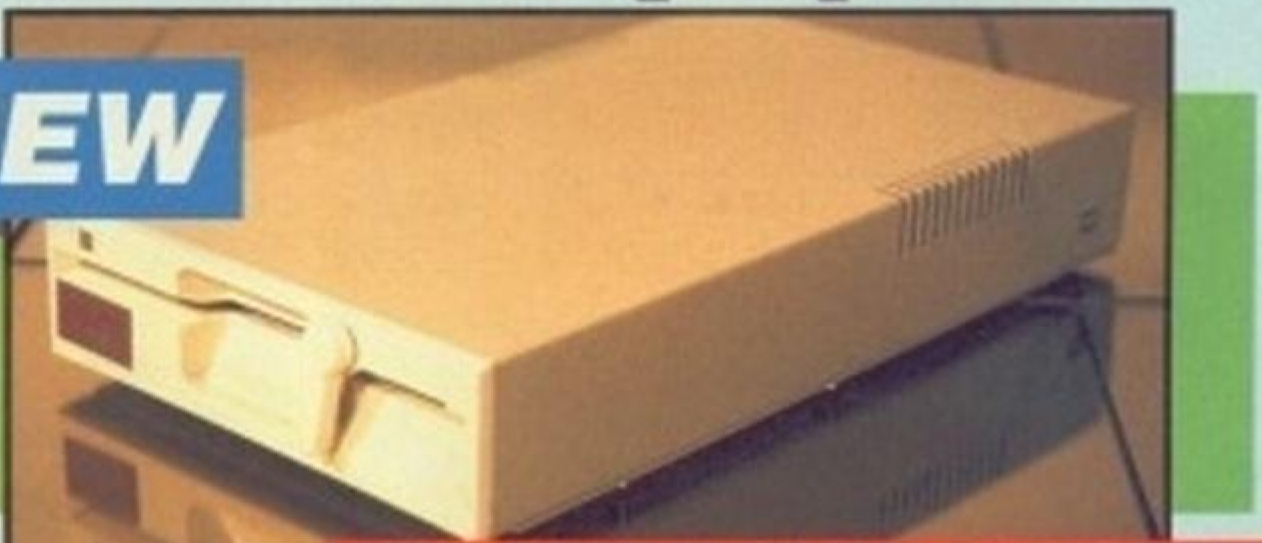

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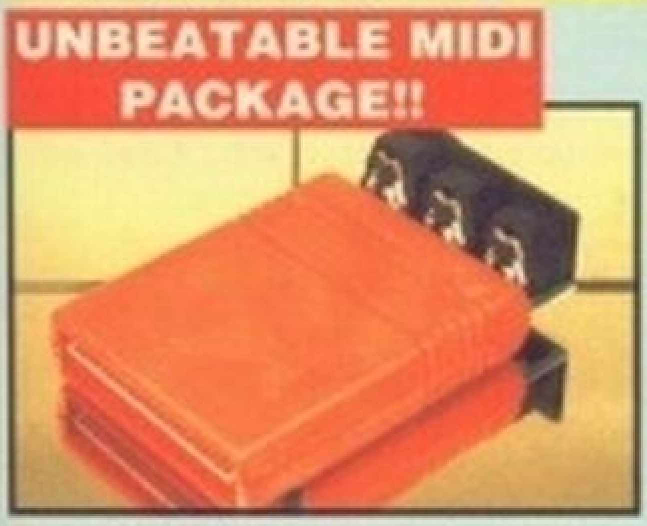

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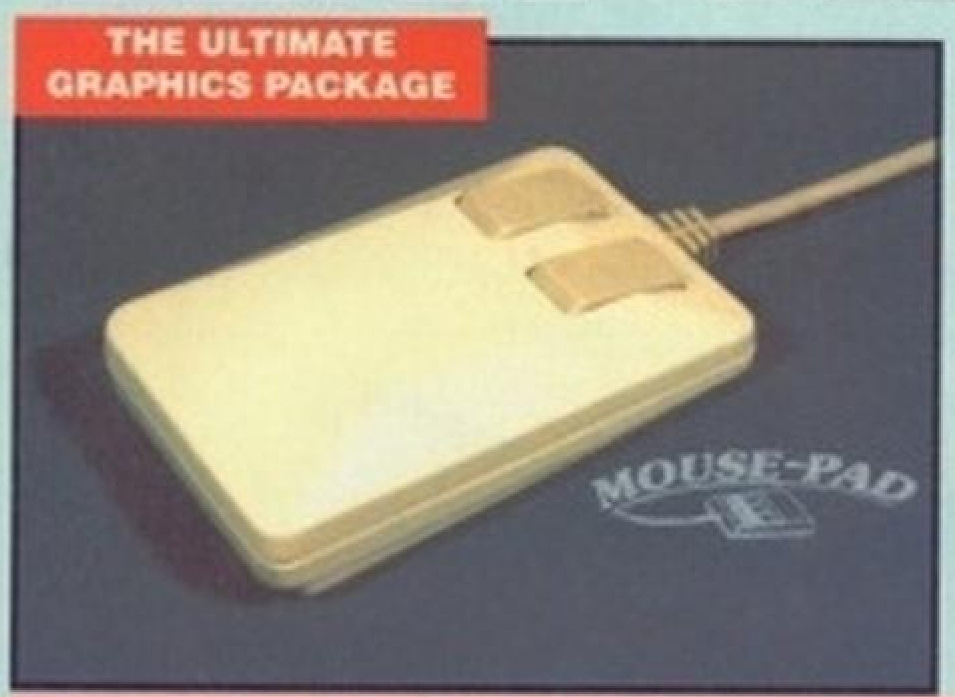

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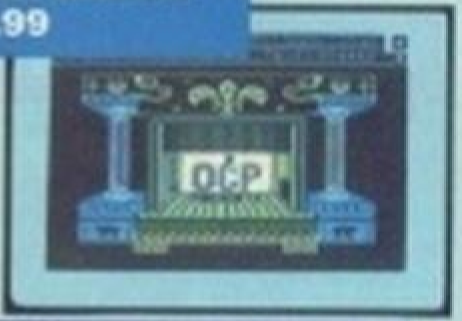

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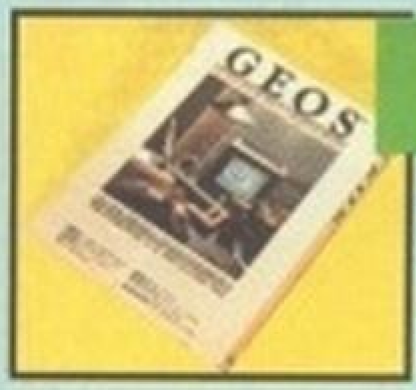

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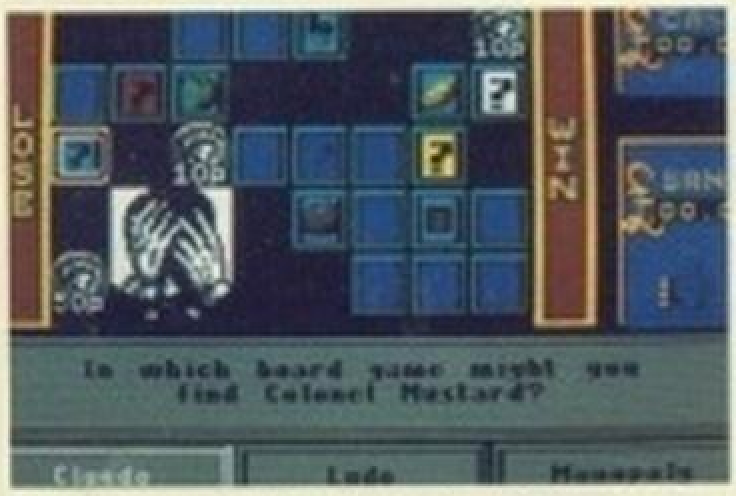
# Emlyn Hughes' Arcade Quiz

Eeh I know it, don't tell me, it's on the tip of me tongue... Yes indeedy, we at Commodore *Format* are proud to introduce the arcade quiz featuring your friend and mine, Emlyn 'correct me if I'm wrong but don't people usually talk like that when they've been kicked in the nether regions' Hughes.

This time our squeak talkin' guy is endorsing one of those pub trivia type games – you know, the ones which immediately let you win 50p to get you interested, then ask you a string of questions about the outer Mongolian bowel tick *(what sort of pubs do you go to? – Ed)*.

> a more intricate challenge than most



In which board game might you find Colonel Mustard?

Cluedo | Ludo | Monopoly

You get the right answer but it's too late! The screen moves from right to left and you've just been shoved onto the Lose Bar

The play area is a box flanked right and left by two bars reading win and lose respectively. Within the box itself is a maze of sorts made up of stepping stones. The type of stepping stone varies. They may be questions, fruits (for bonus winnings), zappers which allow you to destroy subsequent questions without answering them, super zappers which destroy everything visible on screen, kickers which shunt you onto a random adjacent square, blockers which move up and down to restrict your movement and inverters which temporarily confuse you by requiring the wrong answer before allowing you to proceed!

The aim is to travel across the maze from left to right collecting as much cash as possible, before moving onto the win bar. This would be a relatively simple task if not for the fact that the maze scrolls slowly from right to left so that, unless you plan your route carefully and answer the questions correctly, you are thrust onto the lose bar (urk!) thus forfeiting the game completely.

When you complete a level by stepping onto the win bar, a sub-game is entered where in which you have to answer a question against the clock for each coin you have collected. In this respect the game makes a two-pronged attack on the greedy. Spending too long on the maze reduces your chances of reaching the win bar, while winning too many coins means you get asked more questions. If you get through unscathed, you can proceed to the next level, but only if you've collected enough money to cover the admission fee (a fee which gets larger with each subsequent level).

There are ten levels in all, at the end of which is a static screen completely full of question squares, the aim being to search out eight hidden diamonds within a set time limit. This is exciting stuff!

If you're a girlie swot and find it all a bit easy, you can always load in a trickier set of questions. On completion of the game, a code is given which entitles you to enter a competition that Audiogenic is running. Yes folks – real prizes!

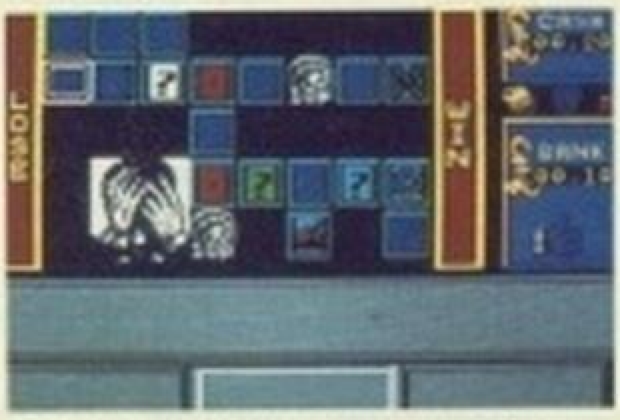
Visually, Squeaker's *Arcade Quiz* is relatively pleasing. Each section of the screen is clear and functional, which is a blessing when everything is played against the clock. There's even a charicature of Emlyn which grows progressively more panic-stricken as you get closer to the lose bar! Sound is also well implemented, adding to the overall effect of a polished pub game.

Where it all falls flat (as with most games of this type) is in the money department. The very nature of the game lends itself to winning real money and as there isn't any, a certain amount of enjoyment is lost. This is partially redemed by the fact that there's an ultimate aim – but not quite enough.

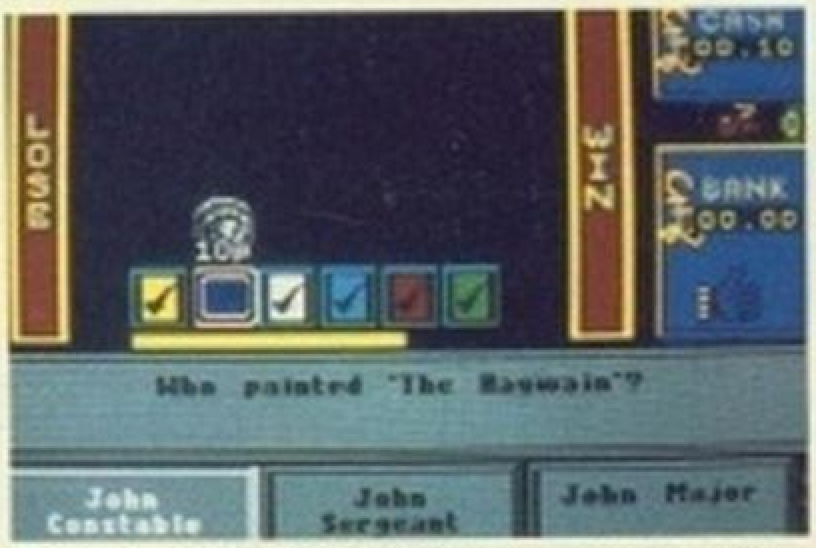
If you enjoy trivia, you'll probably find this a rip-roaring hoot.

It is, after all, very competently done and has a more intricate challenge than most games of this type. Even solo contestants can enjoy this puzzler, but if fast brainwork is 't your bag, either give it a miss or try it first. Would you agree with that Emlyn? 'Squeak!' Yes, quite.

**ANDY**



Emlyn gets less and less cheery as the Lose Bar moves closer. Mind you, when you play like this, it's hardly surprising



Who painted 'The Haywain'?

John Constable | John Sergeant | John Major

The bonus section piles on the pressure with the addition of a time bar that zooms along and psyches out all but the coolest players

| | |
|---|---|
| **Game** | **Arcade Quiz** |
| **Maker** | **Audiogenic** |
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## POWER RATING

### THE DOWNERS...

- A money winning format with no money reduces enjoyment somewhat
- Later levels may prove annoyingly tricky to all but the most proficient trivia types

100

73%

0

- Functional graphics allow for unhindered gameplay
- Appropriate sound effects add to the style of the game
- Scrolling maze leads to edge of seat playing with alarming regularity
- Large variety of hazards require strategic planning as well as knowledge of all things trivial
- Additional question sets prolong the life of the game
- End of level sub game provides yet more variety

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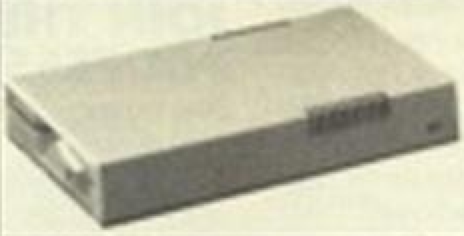

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# Pay Attention At The Back

**You, boy! Yes, you at the back! Sit up straight in your chair and pay attention! I'm not going to continue until the whole class is quiet. I want to be able to hear a pin drop. Right, DAMIEN NOONAN will now tell the class all about educational software**

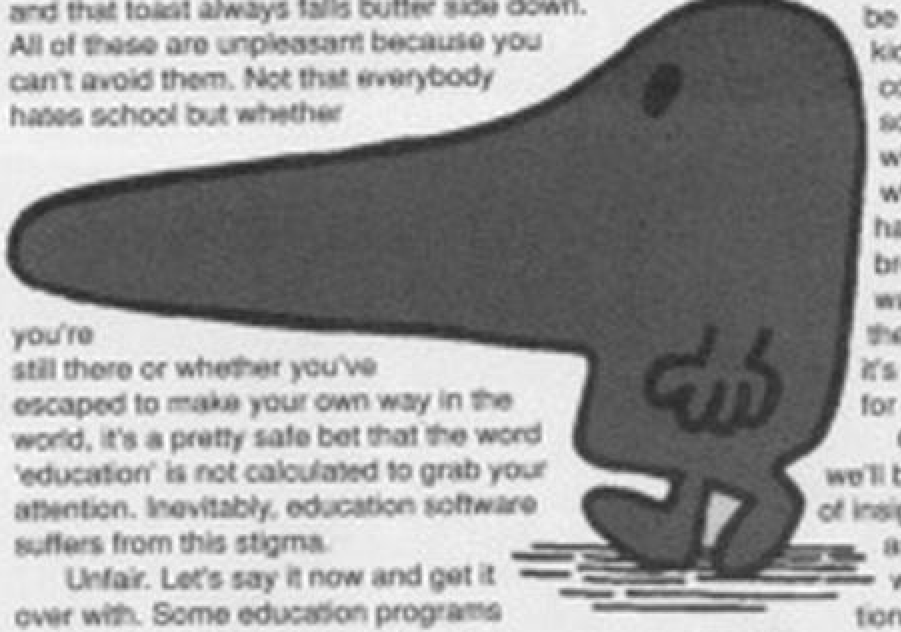
As the teacher's voice droned on, young Jarratt leant back again on the creaky wooden legs of his chair, watching the rain fall on the school playing fields where a fifth year was pulling wheelies on his trials bike, cutting huge swathes in the cricket pitch. Somewhere to the right, where the chemistry labs were, a huge puff of purple smoke drifted up into the sky, but the detonation was barely audible from this distance.

Masterson was reading *Commodore Format* underneath his desk. Up the front of the class, Dyer was taking a big risk by flicking elastic bands across the room whenever the teacher's back was turned. Jarratt's reverie was broken as one caught him on the ear: as he jumped, the chair legs slipped out from under him and he hit the ground with a crash. The class dissolved in fits of exaggerated laughter, then the bell went…

As he trudged home through the park, Jarratt met an old chap walking his dog. Out of politeness, as he always did, he stopped and listened to the old duffer telling him once again how schooldays were the best of your life. Hum. This evening he would miss Star Trek: The Next Generation as his parents consigned him to his room to finish off his Maths homework. Still, his trusty 64 would be sat there on the desk next to him and, with the sound turned down, he'd manage to kill a few thousand aliens before getting down to work…

## DOWN WITH SKOOL!

There are only three things in life you can be certain of: that some day you will die, that in the meantime you will have to go to school, and that toast always falls butter side down. All of these are unpleasant because you can't avoid them. Not that everybody hates school but whether you're still there or whether you've escaped to make your own way in the world, it's a pretty safe bet that the word 'education' is not calculated to grab your attention. Inevitably, education software suffers from this stigma.



Unfair. Let's say it now and get it over with. Some education programs are nearly as boring as my old English teacher, but others you would gladly lock your little brother or sister up in the cupboard to get a go at. It's very like kids' programs on telly: the appeal of Play School tends to wear off before you learn to walk, but here at *Commodore Format* an episode of Trapdoor is watched with reverent awe (Oh no, it's that 'orrible big pink thing again!) and our own dear Editor times his lunchbreaks so he can pop off home to watch Sesame Street. They call me the Count because I love to count…

## GRABBING YOUR INTEREST

Whatever the technical wizardry of yer modern 16-bit computers, it's on the 8-bits that most of the best educational software is still to be found. This is mainly because the standard computer used in schools over the last seven or eight years has been the BBC. Fortunately, this means that a lot of the best stuff has been translated over to the C64 and is waiting to be grabbed.

If you're a parent, you may be interested in getting your kids to make a start on the computer before they go to school, or to help them out with what they're doing when they are there. If you have a C64 and a younger brother or sister, you might want something to keep them occupied and find that it's also a heck of a lot of fun for you, too.

Over the months in *CF*, we'll be trying to give you a bit of insight into how computers are used in schools and what makes a good educational program. We'll also be looking at new releases and keeping a careful eye out for the most entertaining and enjoyable stuff.

## JOIN THE PROFESSIONALS

Best to start with a look at what software is used in schools – it can be quite a surprise to find out the sort things computers are used for and the sort of things teachers expect the kids to get out of it.

The first thing that everyone is trying to teach is 'computer literacy'. This can be a bit of a vague concept, but it's based on the idea that in the modern world computers will become everyday objects, as common as pens and paper. The fear of computers that many of the older generation have will not exist in the next generation.

To this end, it is now a legal obligation for all schools to teach children on computers from Primary school onwards. As soon as kids start school at the age of five, they will

be using a computer regularly. The idea is to make sure that no-one is afraid of the things.

By the time kids progress to Secondary school, the computer has already become a tool for working life in the modern world and the programs used are full-scale, professional business or graphics packages. You might use a word processor for writing English essays, a database for analysing information in the science lab, or computer graphics in the art room.

Even back at Primary school, this very practical computer literacy is being taught. There are special 'my first word processor' packages, which use large, friendly writing like a teacher's rather than typewriter-style letters, both on-screen and in print-out. This may not be what you expected of educational software, but it is only a small part of what goes on. Still, what it does tell you is never to underestimate the capabilities even of the youngest kids.

## MAKE 'EM LAUGH...

Let's move on, then, and take a quick look at some of the 64 software around. In-depth looks at the programs mentioned here will crop up in the near future. Remember this basic idea: that computers are the ideal tool to let kids explore for themselves, to find out for themselves. Nobody's going to explore anything unless they want to, so the first priority is to make it interesting and make it fun. Grab the kids' attention, then – almost without them knowing it – slip in some learning. Got 'em!

The sort of thing that most people think of under the banner of 'educational' software is the kind that teaches basic reading, writing and maths. The aims are to introduce words and numbers as well as getting kids used to computers: and, of course, to make it fun. Mostly these are pre-school, but versions exist for older children too.

*Fun School 2* from Database Software has been around for a while, but just released is *Fun School 3*. These packages both come in three versions – for under Fives, under Eights and over Eights – and each one of these contains several little games intended to introduce words and numbers as well as basic concepts such as shapes and colours. The *Fun School* series is extremely popular and successful, being both colourful and jolly.

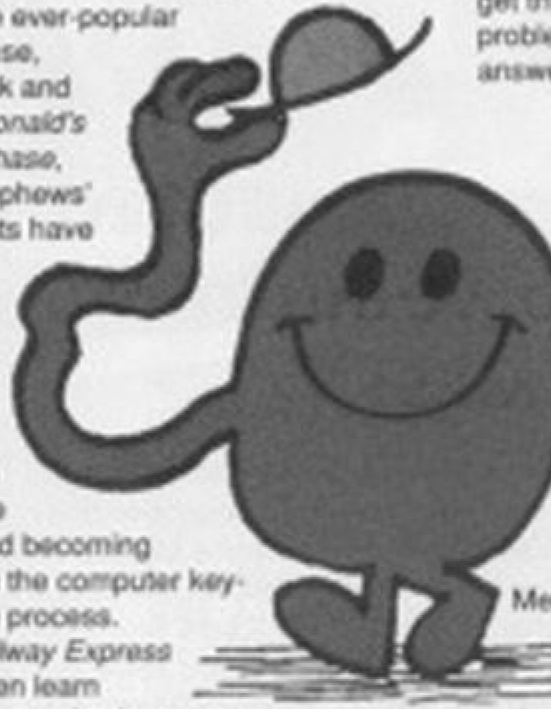
## MR STUPID GETS CLEVER

Cartoon characters that children know and love always help to make programs accessible, and the Mr Men are no exception. Such stars of the small screen as Mr Greedy, Mr Silly and Mr Forgetful participate in an entertaining and rewarding series from Mirrorsoft that has rated highly in many independent assessments of educational software.

## HEY, PLUTO!

Big news on the educational front is the release of several games created by Disney themselves and based around the antics of the ever-popular Mickey Mouse, Donald Duck and Goofy. In *Donald's Alphabet Chase*, Donald's nephews' alphabet pets have escaped from the toybox and Donald has to round them up, learning the letters of the alphabet and becoming familiar with the computer keyboard in the process. *Goofy's Railway Express* helps children learn about shapes and colours: as Goofy and his friends are travelling, every time the whistle is tooted shapes from the scenery come to life. Meanwhile down at *Mickey's Runaway Zoo* Goofy has accidentally left the gates open and all the animals are lost, so Mickey and Goofy have to search for the animals in four different neighbourhoods, practising the numbers 1-5 and then the numbers 6-9 as they go. *Mickey's Crossword Puzzle Maker* takes a slightly different tack. Using Disney characters and art as backgrounds, children, teachers and parents can create, play and print crossword puzzles using word and picture clues. Children will build vocabulary and reading skills as they match wits with Mickey and his friends. Expect a closer look at these, provided this side of the pond by Entertainment International, next time.

From *Trivial Pursuit* to Bouncing Bob Holness' *Blockbusters*, quiz programs are all considered to be a jolly good educational exercise. It might not sound like larnin' to you, but even those useless facts can be handy in the right time and place. I'll have a P, please, Bob...



## ADVENTURES

Surprising though it may seem, kids in school spend a fair old bit of time playing adventure games. Again, it may not sound much like education: but the logic needed to conquer those tricky problems is just the tip of the iceberg. Children working in groups to get through the game are involved in group problem-solving sessions, discussing answers amongst themselves and cooperating to come up with the right answer. It's actually one of the most useful forms of learning and it teaches invaluable social skills, too.

For older kids there are many established adventure games – such as Melbourne House's *War in Middle Earth*, or *Lancelot* from Database. For younger kids, though, games have been developed with a younger, simpler bias: 4Mation are specialists in this field, and their *Granny's Garden* and *Dragon World* are both found in many schools.

Parlais Francais? Yep, you can learn to speak French on your 64 – or German, or Spanish. Kosmos' language series gives you a basic grounding in any of these – could come in handy for 1992...

## ...AND MUCH MORE BESIDES!

Chemistry, Biology, Physics, Music... there's a whole lot more out there than we have space to mention. Expect a few surprises over the next few months as we glance at just some of the stuff that's around. You may find some rather silly games that are supposed to be teaching numbers but are actually just good clean fun... you may even end up having a go yourself. Until then, there's just time to say that Rickitt Educational Media of Ilminster in Somerset (0460 57152) can send you a catalogue with details of most of the programs mentioned here.

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Get your entries in by the 7th of November !

# IT'S A FLICKING GOOD GAME!

## WIN 5 TABLETOP SUBBUTEO PACKS AND 20 SUBBUTEO COMPUTER GAMES!

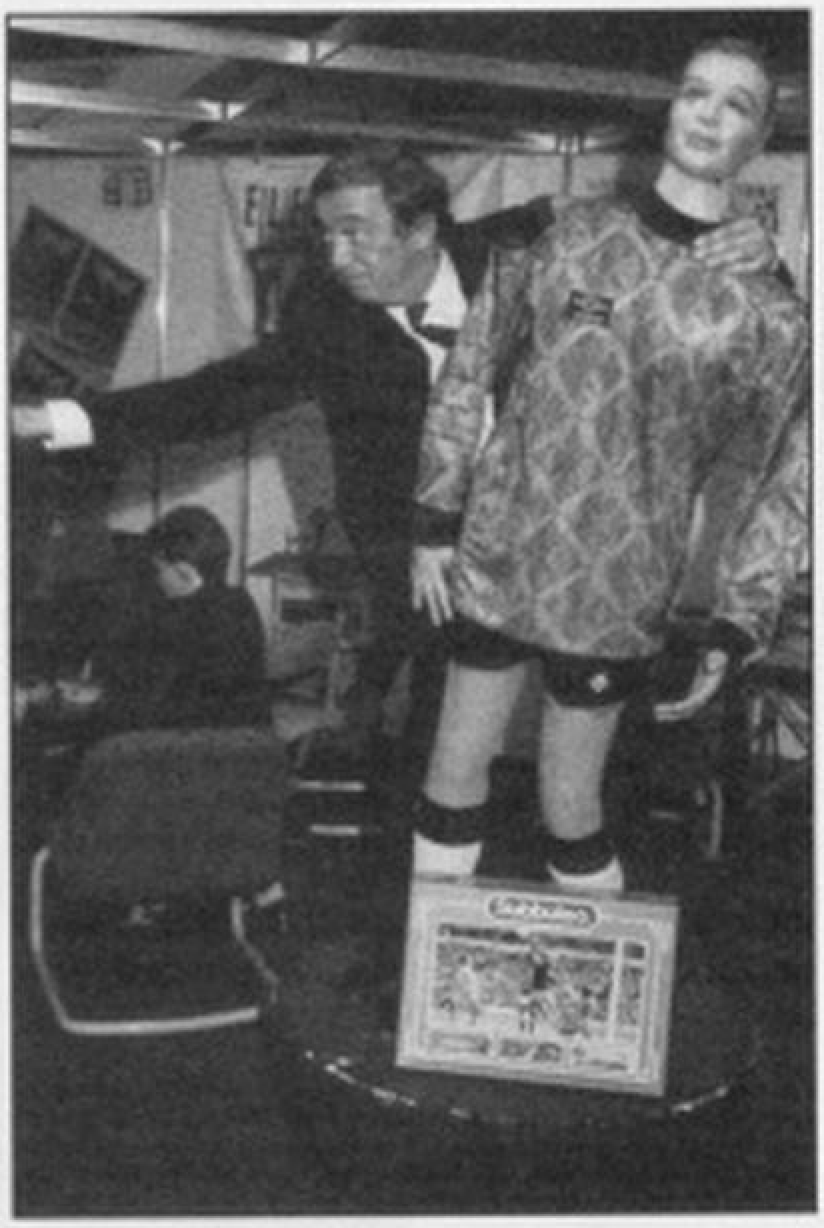
Electronic Zoo and Goliath have got FIVE *Club Edition Subbuteo* packs to give away to five winners of our competition (there, told you so!). These tabletop editions of the game have all the trimmings, and are really spiffo (that's one of them at the bottom of the picture.). And just in case you haven't got a tabletop big enough, the 'Zoo are also giving away 20 copies of the computer game to runners up. Wowee!

To stroll off with one of these scrumworthy prizes, all you have to do is take a long hard look at the ludicrous picture on this page. The blokey in the suit is Stewart Bell, head honcho of Electronic Zoo, and the other one is... ermm. Well, what you have to do is think up a suitably witty and side-splittingly funny caption to the picture. Whack it on a postcard (or sealed envelope) and send it to:

**Ooh! Give Me 22 Men And A Ball Compo,**
***Commodore Format*, 30 Monmouth Street,**
**Bath, Avon BA1 2BW.**

As long as you get your entries in to us by the 7th of November, they'll go into the grand prize-draw thingy. If you'd prefer to win the computer game because you already have a Subbuteo pack, just say so on your entry, OK?

No-one who works for Electronic Zoo, Goliath or Future Publishing may enter, and the Ed's decision might be final.



## 20 things you never knew about Subbuteo (Well, 21 actually)

1. A week before the Italia 90 World Cup, Subbuteo held its own world cup in Rome with 25 nations taking part.
2. The game was invented over 40 years ago in 1947 by an Englishman named Peter Adolph.
3. Top footballer Vinny Jones likes to unwind by playing Subbuteo (as do many other leading players).
4. Over 700 different Subbuteo strips have been available since the game was invented (about 500 are currently available).
5. The name Subbuteo is taken from the latin name for the Hobby Hawk – Falco Subbuteo.
6. The original Subbuteo men were made from cardboard, with plastic buttons for bases.
7. The most popular Subbuteo team is Liverpool.
8. The Subbuteo World Champion at senior level is from Greece and the Junior World Champion hails from Portugal.
9. The first Subbuteo sets did not include a pitch cloth. Instead, there was a piece of chalk and instructions for marking out the playing area on a blanket.
10. Bobby Charlton is the President of the UK Subbuteo Association.
11. His brother Jack Charlton is president of the Irish Subbuteo Association.
12. The full Subbuteo stadium can hold over 6,000 tiny plastic spectators.
13. The England team took several Subbuteo sets with them to Italy during the World Cup.
14. Over five million people around the world play Subbuteo.
15. There are over 200 official Subbuteo leagues and clubs in the UK.
16. There has been a Subbuteo league formed by Carmelite nuns in Italy.
17. Well over 100 million Subbuteo figures have been manufactured since the game was first invented.
18. Subbuteo is sold in over 50 countries.
19. There has been an eight-part BBC TV series about the game called 'Playing For Real'. It was first shown in 1988.
20. The longest game of Subbuteo lasted over four days.
21. Did you know that Electronic Zoo and Goliath are giving away FIVE tabletop Subbuteo sets, and 20 copies of the computer game to some lucky CF readers? Oh. You did.

PUZZNIC
LEVEL
TIME
1:42
1:28
TAITO
ocean

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.

**Sounds easy ?**

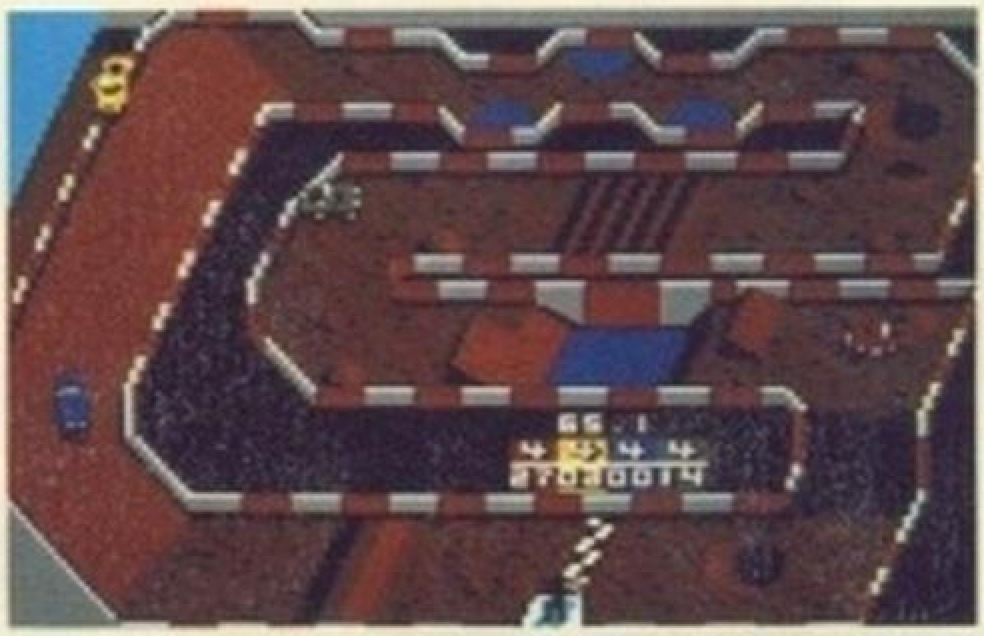
The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

# Iron

**A racing game for the nineties – big wheeled trucks, dirt track courses, nitro-charged engines and the endorsement of a living legend. It's got reviewers revving their engines when they hear it mentioned. But just how many laps can you go with it?**

Ivan 'Iron Man' Stewart's *Super Off-Road Racer* – to furnish this game with its full title – is sort of the hard man's version of *Super Sprint*. Gone are the smooth tarmac roads and sleek racing cars. This is Stadium Racing with dust, water, mud, hills and 4x4 trucks with big knobbly tyres.

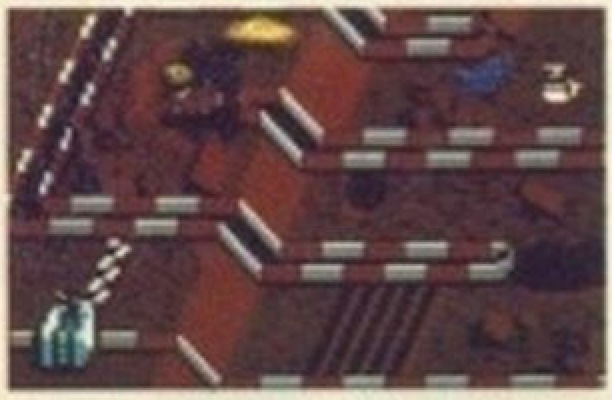
The gameplay is more or less identical to the Leland coin-op of the same name (no, I'd never heard of it either), boasting simultaneous three player off-road racing action. The aim is simple: there are eight different courses, each meaner and grubbier than the last. You race around these twice (once clockwise, the other anti) against three other competitors (computer controlled or with up to two chums) one of which is always old metal blokey Stewart. The idea is to win the whole championship by staying in front of the other guys. This fairly straightforward idea is complicated by the fact that the other guys are also after the championship, of course.



**(Left) A favourite with all off-road racers is this course. The steeply angled straight is bad enough but all the bumps make you sea-sick**

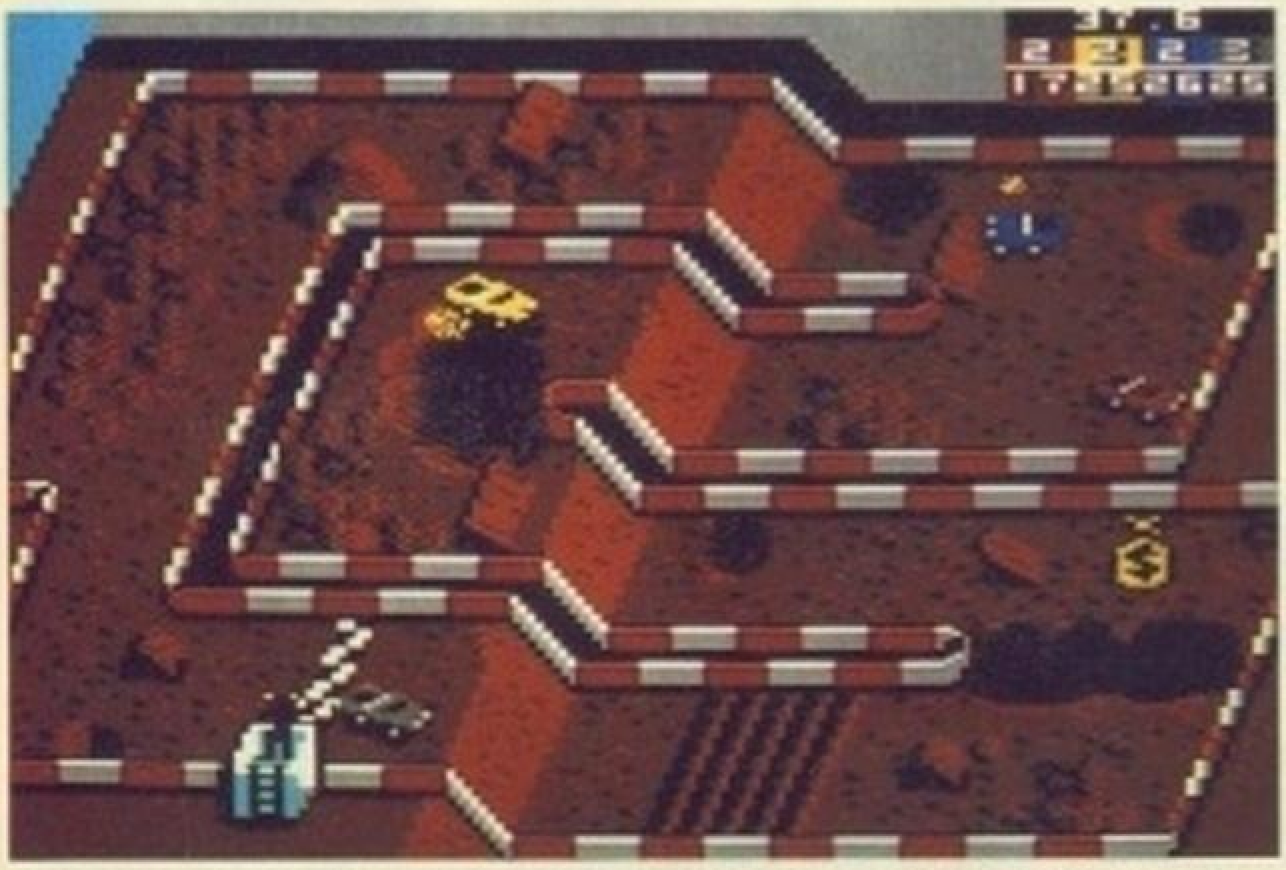
**(Right) Pretty, isn't she? But if we could just have your attention for a moment, this shot shows how to buy custom spares**

**(Far Right) It may get filthy out there and the obstructions are a nightmare but isn't reassuring that a car wash is an integral part of the race track?**



**Keep your eyes peeled for Nitro. Drive over it to pick it up and then press the fire trigger to activate it**

| | |
|---|---|
| **Game** | **Iron Man** |
| **Maker** | **Virgin** |
| **Cassette** | **£9.99** |
| **Disk** | **£14.99** |



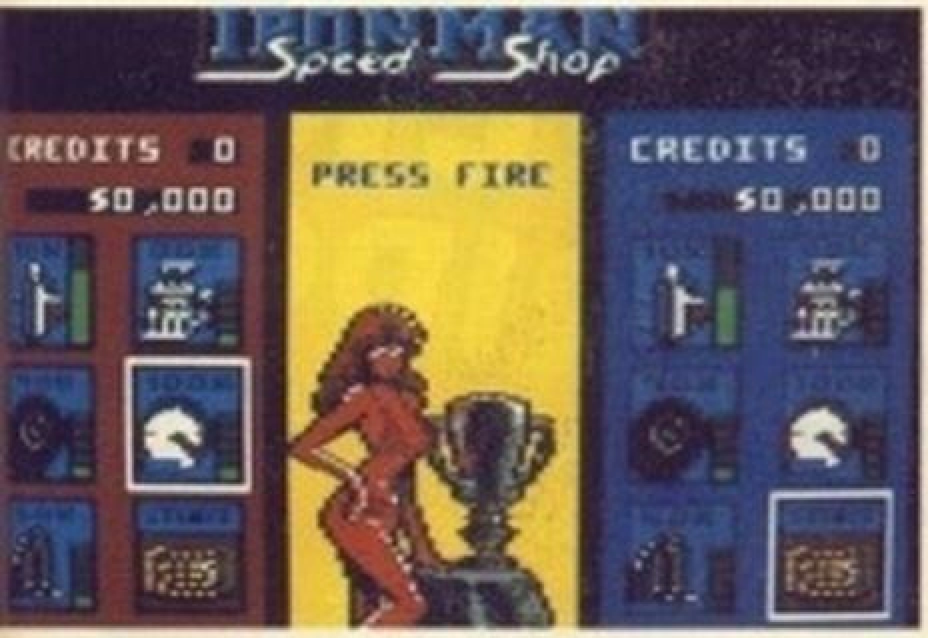
**The appearance of random bonuses (like that dollar bag 'credit') on the tracks is one of the game's more contrived features but, especially when you're playing with friends, it's fun to see who gets to it first (it brings out the worst Sunday driver in everyone)**

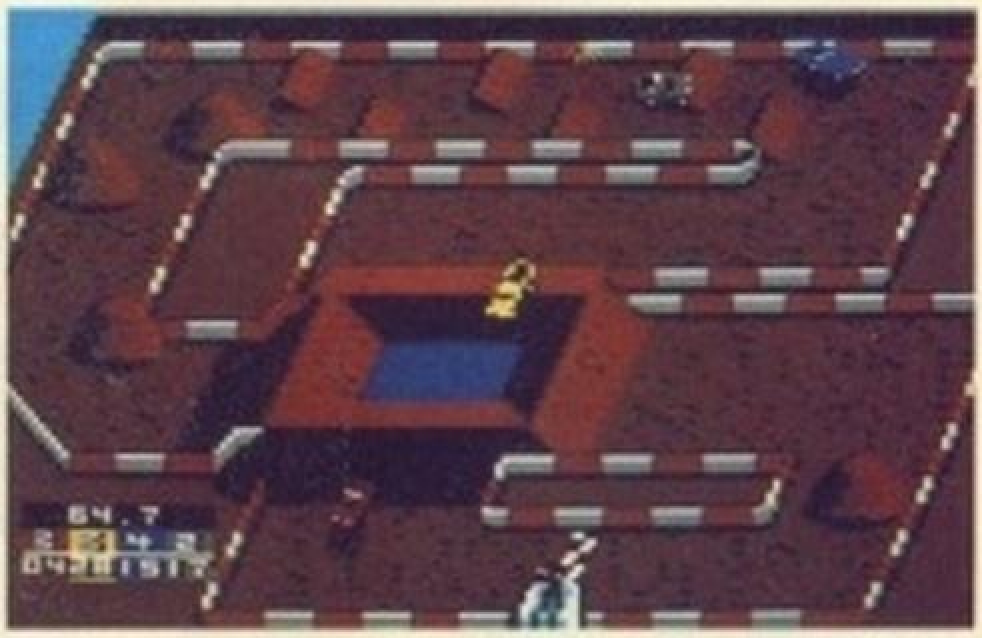
Your truck comes fitted with nitro injection, and a quick jab of the fire button gives your vehicle a severe kick up the exhaust, sending it whizzing across ditch and pond. You start with a set store of nitrous oxide but as you trundle around the course, you get the chance to pick up extra nitro. Bags of money also appear which are automatically plonked into you piggy bank for later on.

If you come anything other than first, you're out of the championship. However, you do have two chances to continue in the form of credits which are worth a cool $200,000 apiece (at this point I was tempted to call it quits and buy a yacht, but no... on with the muck-churning). If you're doing well, you can always choose to trade the credits in for cash, which you can then spend at the mid-level shop.

**It's practically impossible for left-handed people to control the thing!**

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/





# Man

a quick jab of the fire button gives your vehicle a severe kick up the exhaust

## Big wheels of industry

*Iron Man* was probably the last C64 game to come from the hallowed halls of the famous Graftgold team.

Originally fomed by Andrew Braybrook and Steve Turner, Graftgold has been responsible for some of the best C64 software over the last few years. Titles like *Paradroid, Uridium, Morpheus, Ranarama* and the conversion of *Rainbow Islands* helped make them a household name (well, in households that own a C64, of course).

Unfortunately, with the onset of the 16-bitters, the programmers at Graftgold have turned their attention away from 6502, SID and VIC, to the feminine wiles of Paula, Agnus and the all-powerful 68000 of the Amiga. Shame, that...

Spare dosh is used to customise your truck with extra acceleration, a higher top speed, improved shock absorbers, and better tyres. Each of these features has a rating which can be increased to a maximum of five. You can also buy extra nitro injections if you're a bit heavy-handed with the fire button. Once your shopping bag is full, it's pedal to the metal and over to the next starting line.

The truck's sprites are really tiny but are nicely animated (if a bit over-wobbly). Unfortunately, though the tracks are varied in design, all a rather drab muck brown – no prizes for exterior decoration here.

Control is via joystick for players 1 and 2, while player 3 has to crouch over the keyboard. The commands are simply steer left, steer right, accelerate, brake and fire to kick in the nitro. Generally, I find keyboard controls more effective than the joystick with these types of games (since I'm a bit of a spong with the old 'stick) *(I've always wondered what a spong was – Dep Ed)* but *Iron Man*'s keyboard control layout isn't so hot. With five keys to get your fingers on, it's practically impossible for left handed people to control the thing!

It's often difficult to steer precisely because the trucks are bouncing all over the place; you can't quite tell exactly what direction the thing is pointing in. Another real niggle is the fact that the computer controlled trucks are able to knock you all over the place, but carry on regardless, while your 4x4 goes bouncing all over the shop. On several occasions they ganged up on my truck and knocked from first to last place. Annoying or what?

**In this course you drive counter clockwise, which is... erm... that way!**

*IIMSSORR* is nicely put together, good to watch and great to listen to. There are a couple of smart soundtracks to jolly you along – including a really funky Dukes Of Hazzard-style ditty – plus a few effects (although some decent, throaty roaring wouldn't have gone amiss).

Playing with mates is good fun, but the solo trucky might not get too many thrills. Recommended, but strictly for race fans.

**STEVIE J**

## POWER RATING

### THE DOWNERS...

- Small, manically wobbling sprites make steering a bit vague
- Joystick control is a challenge in itself
- Unfairly biased towards the computer-controlled opposition

100

65%

0

- Three player option really makes the action special
- Once the steering is mastered, play is fast and furious
- Single load for cassette users
- Truck customisation adds an extra level of strategy
- Tiny truck sprites are neat and well animated
- Racy soundtracks help generate a suitable atmosphere
- Bonus collection helps keeps you on your toes
- Clever course designs stop the action from becoming stale

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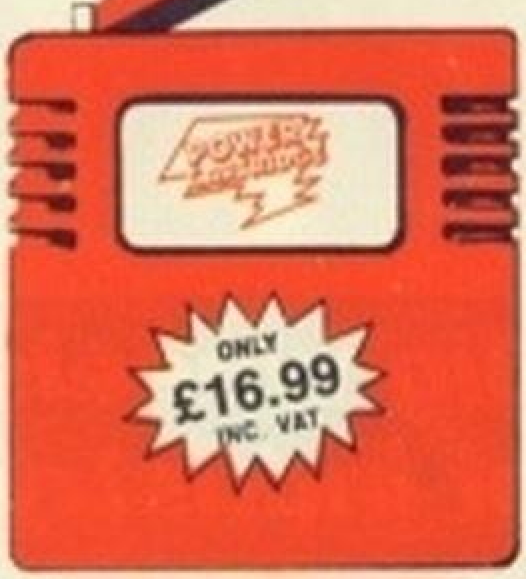

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DUMP
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HEX$
INFO
KEY
PAUSE
PLIST
PLOAD
RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

| | |
|---|---|
| RENUMBER | Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced. |
| PSET | Set up of printer type. |
| HARDCAT | Prints out Directory. |

The toolkit commands can be used in your programs.

## DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD
DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

| | |
|---|---|
| MERGE | Two BASIC programs can be merged into one. |
| DISK | With DISK you can send commands directly to your disk. |

## TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

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MERGE
SAVE
AUDIO
VERIFY

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D DIS-ASSEMBLE
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G GO
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J JUMP
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M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY
@ DOS Commands

## PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

| | |
|---|---|
| PSET 0 | Self detection Serial/Centronics. |
| PSET 1 | EPSON mode only. |
| PSET 2 | SMITH-CORONA mode only. |
| PSET 3 | Turns the printing 90 degrees!! |
| PSET 4 | HARDCOPY setting for MPS802/1526. |
| PSET B | Bit-image mode. |
| PSET C | Setting Lower/Upper case and sending Control Codes. |
| PSET T | All characters are printed in an unmodified state. |
| PSET U | Runs a Serial printer and leaves the User-port available. |
| PSET Sx | Sets the Secondary address for HARDCOPY with Serial Bus. |
| PSET L1 | Adds a line-feed, CHR$ (10), after every line. |
| PSET L0 | Switches PSET L1 off. |

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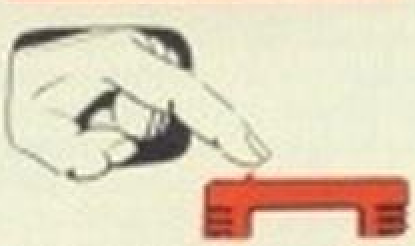
## POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

| | |
|---|---|
| CONTINUE | Allows you to return to your program. |
| BASIC | Return to BASIC. |
| RESET | Normal RESET. |
| TOTAL BACKUP DISK | Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE. |
| RESET ALL | RESET of any program. |
| TOTAL BACKUP TAPE | As BACKUP DISK but to TAPE. |
| HARDCOPY | At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program. |
| MONITOR | Takes you into the Machine language Monitor. |

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# The C6 Story

**The 64 has a complex lineage and in some form or other has been with us since the story of home computing began. PHIL SOUTH digs through the archives to find out out how, why, when and where it all started and what Judith Hann had to do with it**

Commodore Business Machines were originally in the boring old cash register and typewriter business (the same business that IBM started out in) until, via a few twists of fate, Commodore happened to invent the personal computer and the whole leisure computing business in one fell swoop. Let's dig through the layers of dust and have a rummage through the archives...

In 1974 after 20 years of making electric typewriters, cash registers and the first hand held calculator, CBM bought a firm called Micro Office Systems. This move gave them access to a new range of high tech products. The reason for this was that the founders of MOS were ex-Motorola silicon chip designers. Ha-hah.

In 1975 the MOS boys looked at their most successful product, the 6800 chip, and had a brilliant idea. They figured they could improve on the design and instead of having lots of separate chips, like arithmetic units etc, they could have all the components for a computer on one chip. The product of their labours was the now world famous 6502, the so-called 'computer-on-a-chip'. This chip was to form the basis of all the most popular computers of the last 15 years.

## CPU ON A CHIP

As well as the 6502, MOS designed a special chip called the Versatile Interface Adaptor or VIA, which enabled them to make the first real personal computer, the Keyboard Input Monitor or KIM1. This was to be father unit of the PET series. For ease of use the KIM1 had a power supply, cathode ray tube and keyboard all in the same case and not only that – it was the first machine ever to have Basic language on ROM, so was ready to program from bootup.

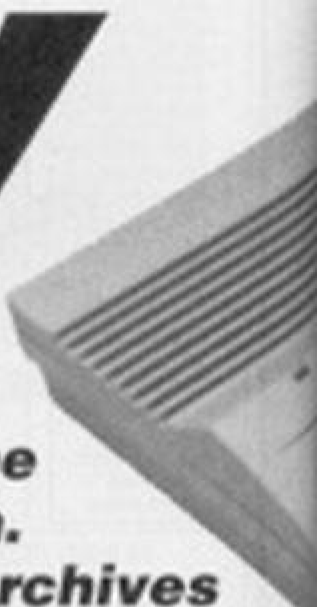
The design was so enthusiastically received it prompted two young chaps called Wozniak and Jobs to build their first computer, the Apple. Fellow business machine giants, IBM, were also interested in producing its own personal computer, or IBM PC. Soon after, at the CES in Chicago 1977, Commodore launched the Personal Electronic Transactor, the now famous PET computer, to a rightly expectant world.

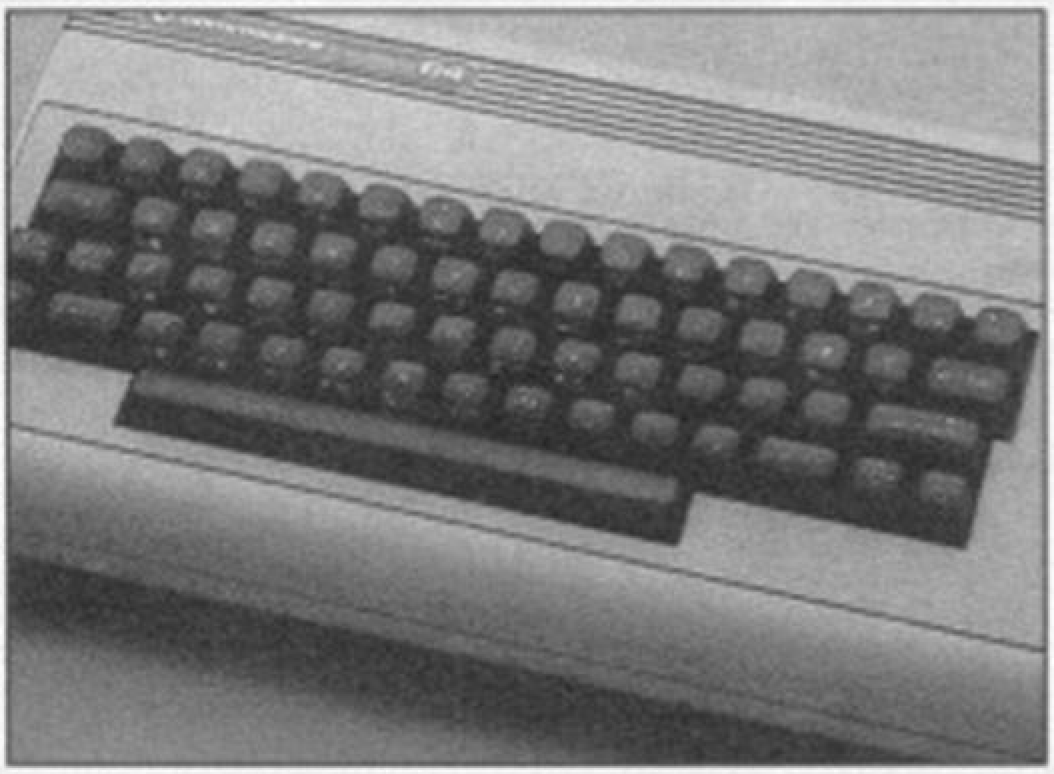
## THE PET

But let's go back a step or two, to around 1976, when a certain P South was in college learning computing.

**You could never see if you'd typed your tape correctly**

This consisted of writing programs down on paper forms, typing them onto tape on a paper tape puncher, and then running the paper tapes through a teletype linked by phone to a DEC System 10 mainframe in Hatfield. A laborious and tricky process, especially as you could never see if you'd typed your tape correctly until it came up on the listing you got back from Hatfield. This was no way to develop programs I realised and so the idea of having my own computer at home began to germinate in my walnut sized brain. Unfortunately for me the home computer didn't exist as yet. In fact I had to wait a couple of years until, one night on Tomorrow's World, I saw my first PET.





The old style beige box C64, whose design springs from that of the VIC 20 (basically, it's the same injection moulded case!). This model lasted for around six years before changing to the light beige, slimline C64C (opposite) – a redesign made to fall in line with Commodore's much-vaunted but ultimately doomed C128.

Judith Hann was showing off Commodore's new baby, saying that the era of a computer in every home had arrived and pretending that the computer could hear what she said. In 'response' to what she said ('hello' probably) the PET was printing things on the screen like, 'Hello Judith, My name is Hal.' The computer was a trendy one-piece affair, with the monitor and keyboard built into what was by late 70's standards a very futuristic cabinet. (By nineties standards it looks like a Dr Who prop from the sixties.) All you needed to add was a special computer driven tape recorder to load and save programs to and from it. Other than that the whole unit was sealed and ready-to-go for beginners. And back then everyone – including myself – was a beginner.

The PET 4000 series had 4K of memory and a green monochrome screen, but it looked like heaven to me. (Sigh!) Then came the 8000 series which was the same, pretty much, but with 8K of memory. And wow, was that a lot! Then came the high tech disk drive, a huge great clunky thing with a cabinet as big as a VHS player, containing two drives which were so smooth they made a noise part way between a chainsaw with chronic indigestion and a woodpecker boring its way through an oak dining table. Now we could load things from disk and have random access – but at quite a high price and not especially quickly, either.

Next came the Commodore 500, towards the end of the PET era, which was no more than a curved Star Trek casing with integral keyboard. Apart from a few bells and whistles this new machine brought little improvement over the old PET design.

The 500 was only made in limited numbers as a sort of prototype and is nowadays very rare indeed (wait for the The Antiques Road show in 2012!). The fundamentals of this design continued in the form of the 128K 8296-D business computers, but everyone agreed what was really needed was a totally new design and a new way to market computers for the home. The era of the games machine was about to begin.

## OLD VIC

The VIC 20 was the first colour computer from Commodore, and it was the first computer in the home to be made specifically for games use. Of course the real hackers made it do other things, like they always do, but it had good graphics, excellent sound and a pair of standard joystick ports. Leisure computing had truly arrived. It was called the VIC after its video chip, and was once again based on the tried and tested 6502 chip. The VIC had the same casing as its later model the Commodore 64, but in off-white. Loading was from tape, using a dedicated tape drive which took its power from the computer.

This meant you could have multi-loading games which loaded each section automatically. The 5.25" 1541 floppy disk drive was made available but few people except game developers and rich kids could afford one. And you really did have to have multi-load games, too, as the VIC only had 3.5K memory, of which only about 2K was usable! You could get 16K memory packs for it in later years, but by then a new high tech version of the VIC had been designed: the Commodore 64.

4

**Commodore rubbed its hands together as it looked at a rosy future**

## AT LAST THE C64

The 64 was to prove the company's biggest success since the PET and, since it is still selling today, it is in fact the longest running computer design ever made. Until the Amiga came along, the 64 was the Commodore computer with the highest sales on Earth, with almost 12 million of the machines sold worldwide. Although the 64 also contained a new kind of VIC chip called the VIC-II, and the 6502 of course, it also had another chip specially designed for sound production called the SID chip. This was a three-channel synthesizer and is to this day the best sound chip available in any computer, except the Amiga of course.

The original PET had a non-standard keyboard, and a built-in screen. The later models had typewriter-style keyboards, with 12" green-on-black screens and a choice of 40 or 80 columns

Initial versions of the 64 were off-white cases with brown function keys just like the VIC 20, but soon the machine was re-cased in grey and re-badged. The computer used the same tape drive and 5.25" disk drive as the VIC, but they were soon re-released in the 64's new grey-coloured plastic. The 64 soon found its niche in the computer world, allowing not only killer games to be designed for its enormous 64K memory and 16 colour graphics, but also serious business programs like *Visicalc*. The 64 was destined to linger even after its death, as the 128 which followed it had a 64 mode, and the Amiga has had a 64 emulator written for it.

To this day the 64 is still one of the best selling computers of all time, outliving all the designs like the 128 which were supposed to replace it. The new style 64C incarnation, with 90's style 3.5" disk drives and new ivory casing mimicking the look of the Amiga and 128, has revitalised the 64, making it as fresh and crispy as the first day it was sold, way back when.

## SX64 PORTABLE POWER

This was the portable C64, although 'luggable' was the appropriate word for it, being a very heavy box indeed. It's the old story that if you put a handle on something, it's suddenly portable, even if it weighs 14cwt. The SX64 was a 64 in a smart grey and blue box, with a handle which doubled as a prop to angle the front up, and a detachable keyboard which doubled as a lid. Inside was also a single 1541 disk drive, and a rather nice little 3.5" colour monitor. The whole package cost about £700-800 as I remember, and everyone wanted one. It was *the* gizmo for the hacker who had everything (and wanted more).

## SWEET 16 PLUS 4

An abortive attempt to open up the games market a little was the C16 and Plus 4 debacle. The C16 was 16K version of the 64 with a slightly different operating system and a black case. It shared this new OS with a futuristic business machine called the Plus 4. The reason it was called the Plus 4 was that it included four hard wired programs built into

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its systems, so you had a word processor, spreadsheet, database and business graphics all ready to go every time you booted up. The machines bombed miserably, not because they were essentially bad machines, but just because the marketing of them was so low key that nobody noticed them. That and the fact that people wanted more memory in their computers not less, and both the C16 and the Plus 4 featured highly non-standard cassette, joystick and video ports.

## ILL FATED 128

Finally cottoning onto this trend of more K for your money being a 'good thing', and in order to keep up with the 64 owners who already had a few years' software under their belts, CBM launched the C128 in 1985. The C128 had a futuristic look, 128K, a new OS and Basic Version 7, a built-in C64 mode, plus a fully fledged CP/M computer all in the same box. By giving the people these three computers in a box the folks at Commodore hoped to please all of the people all of the time. It had the C64 compatibility problem sussed, a business computer in the shape of the CP/M machine, and better graphics in the shape of the 128. The reception of the 128 was mixed but interest grew and Commodore rubbed its hands together as it looked at a rosy future. Needless to say, the 128 and the subsequent Amiga look-a-like the 128D were never as successful as the 64 and so were dropped fairly shortly afterwards.

**The 128D. Clever Commodore launched it as the replacement for the C64, but just before the Amiga starting to make an appearance. People preferred to wait for 16-bits and the 128 died**

Commodore were, in spite of the partial success of the 128, destined to falter and almost go under, due to well documented and much-mocked financial problems. After many aborted launches of possible successors, including an interesting LCD screen laptop along the lines of the Plus 4 (What happened to that one?) Commodore retraced its steps in early 1986, going back to the tried and tested C64/128 technology with a new style 128 called the 128D. The 128D was a variation on the 128 design with a built in disk drive and separate keyboard. It looked not unlike the as yet unfinished Amiga would look a year later. The 128D gave it a brief respite, selling well to the education and small business end of the market. By this time Commodore was already into business computers, with the release of the PC clones, the PC10 and PC20, in 1985. But it wasn't until the Amiga came along that it would reprise the kind of success it had with the PETs and C64s.

Which neatly brings us up to the present, and the C64GS. Commodore confidently predict we'll be celebrating the 64's 10th Anniversary in style, with booming sales and more interest in this grand old computer than ever before.

*If you put a handle on something, it's suddenly portable, even if it weighs 14cwt*

**Even a machine as respected and established as our wonderful C64 has its embarrassing side. As we were on a trip down memory lane anyway, we couldn't resist having another look at some of the worst uses to which the 64's memory has ever been put. So *Commodore Format* proudly present ...**

# The All-Time Top Ten Naff C64 games

## or

## They don't make 'em like they used to (thank God)

**10** **EXPLORER (1987): This ancient offering from Electric Dreams wins the ignominious award for the most understated title ever. You had to recover 9 objects from a number of locations. Okay, how many locations do you think there were? Two hundred? One thousand? Answers around forty billion on a postcard please to...**

**9** **THE DOUBLE 1987: Doubt if you'll see the name Scanatron now. You might have done a few years ago when, for some reason, they released *The Double* – a football team management game that was so ill-conceived that it spent nearly ten minutes printing out attendances at all the grounds after a day's matches had been played. Very authentic (yawrwn...)**

**8** **CYPHOID 9 (1985): Players who bought this game were asked to defend the mother planet from psychotic invading aliens but most of them had a fit or fell asleep before they accomplished their task. Surprisingly, it wasn't the fact that this game had been done a hundred times before that killed it. It was just that the previous hundred versions had all been playable. *Cyphoid's* screen completely disintegrated whenever it tried to scroll.**

**7** **LEGEND OF THE AMAZON WOMEN (1986): The name says it all really. The only thing the game had to offer was blatant sexism. It attracted more than its fair share of attention at the time thanks to some equally tacky hype.**

**6** **FALKLANDS 82 (1986): Publicity shy PSS released this cutesy little number only three and a half years after an island bearing *no* resemblance at all to the one in the game was the scene of some very nasty goings on indeed. The baddies, called "Argentinians" in the game, were easy to defeat, so everyone could enjoy it.**

**5** **ZUB (1987): an early Mastertronic budget game which dished out some dodgy sprites, wobbly platforms and a plot so brainless it has to be remembered with some fondness. The cover spoke for itself: "You won't zub me this time... you ZUBS." Quite.**

**4** **GROOVY GARDEN (1986): Despite an ideologically sound plot, man, in which the vegetables rule and get their own back on humans, this game was appalling in every respect. It might have only cost two-quid from Mastertronic but the consensus of opinion at the time was that less money would be better spent on a blank tape. Nobody was surprised that the title was twenty years past its safe sell-by date.**

**3** **JACK CHARLTON'S MATCH FISHING (1985): Another case of The Name Says It All Really. The best thing about this ill-fated game from the equally ill-fated Alligator was the advertisement's desperate quote from the man himself. "I believe Match Fishing brings a whole new meaning to computer entertainment." How true, Jack. How true...**

**2** **GERTIE GOOSE (1986): "Gertie Goose needs to..." constantly appeared at the bottom of the screen in this game, followed by a "hint" which was invariably what you had been trying to achieve in the first place. But what you were doing playing this insult to computer games is difficult to imagine. This complete tank of bilge cost a *mere* £8 from Reelax. Poor old Gertie. She was crap.**

**1** **ONE BITE TOO DEEP (1986): Just to prove that Gertie wasn't a fluke, Reelax followed it up immediately with a game that oozed the most unbelievably poor graphics (psychedelic colours and ineptly drawn images were never so well matched), sound and gameplay. Fortunately, they asked £8 for it, so to us, that makes it a winner.**

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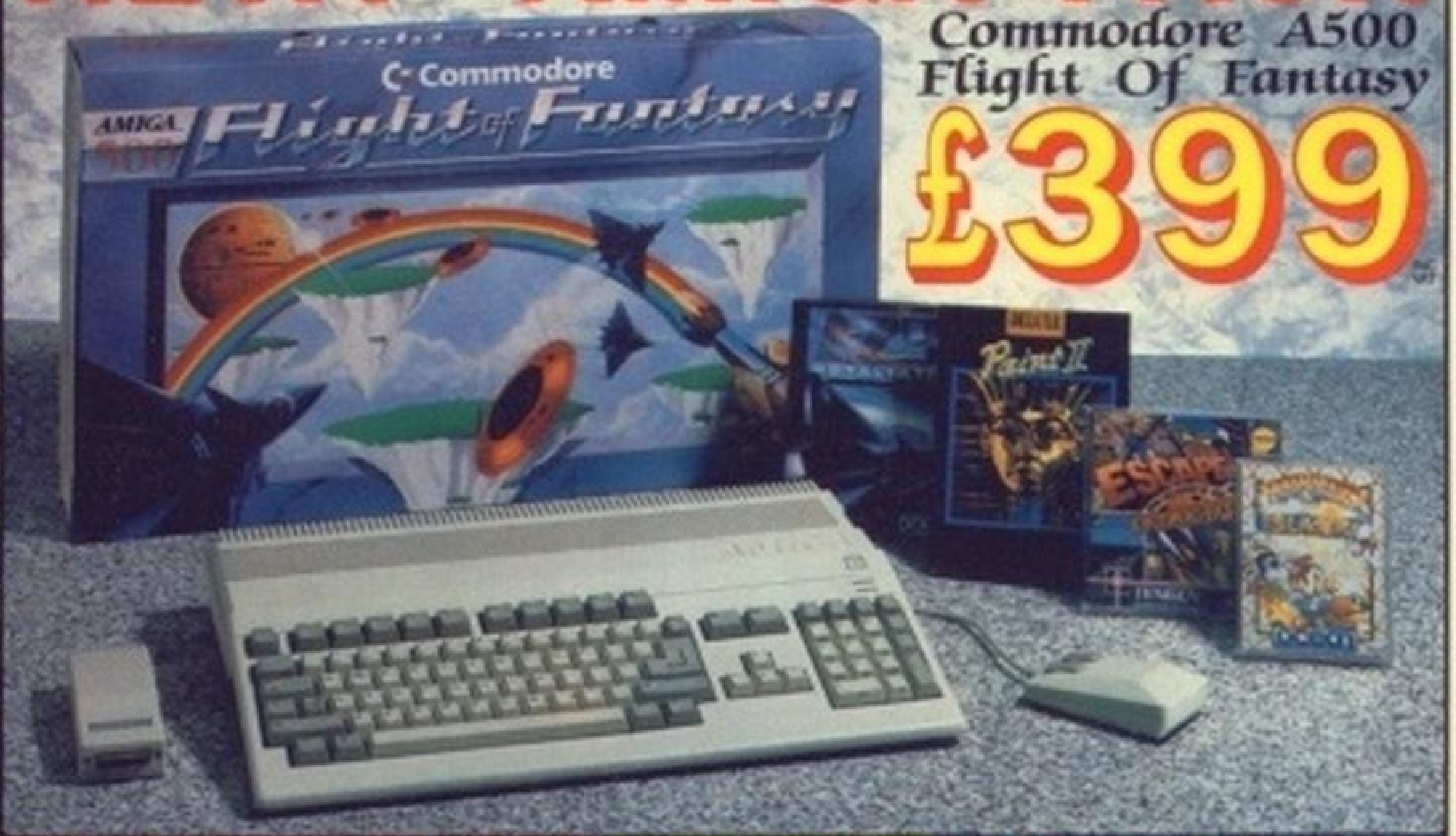

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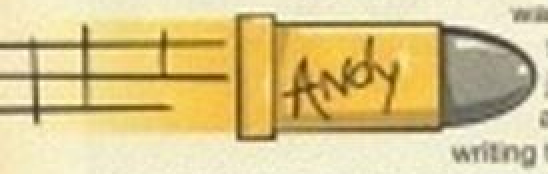
# Night Breed

**One of the scariest film releases of the last two years has just been made into a lavish computer game by Ocean. Come with us to Midian, the city of legend where all things are forgiven. Or are they?**



Does the name Clive Barker mean anything to you? No? In that case I won't bore you with a long winded review of *Night Breed* then. *BLAM!* Ah-ha, I'll assume from that warning shot that the Ed just fired at me that writing this review may in fact be quite a good idea after all.

Mr Barker is a Sci-fi/horror/fantasy writer of considerable talent, imagination and generally sick mind. He has, in recent years, been associated with a plethora of films including Hellraiser 1 to 10 and Night Breed and has written a bevy of bile-churning books like Weaveworld and Cabal (which, incidentally, forms the basis of the film and game of Night Breed).

The plot of his latest celluloid stomach-wrencher goes thus: The hero, Boone, has had a disturbed and thoroughly rotten life, and now to top it all his doctor has committed a series of murders and convinced boone that he was actually responsible. Having become naffed off with the whole sordid affair, Boone decides to go off in search of the legendary Night Breed, a race of shapechangers who were themselves once persecuted and now live in the mythical city called Midian, a place where all sins are forgiven (completely unlike the *Commodore Format* office). On arriving in Midian however, Boone dicovers that he has unwittingly been followed by a rather unsavoury bunch of humans calling themselves the Sons of the Free who are committed to the destruction of the Night Breed. It has become Boone's task (as legend foretold, as always) to become initiated into the Breed and ultimately save them from a fate worse than death – well, death itself actually. I think you'll agree it's a stunning plot which beats the crap out of most game storylines. But is the actual game up to scratch?

The first point to make (and it can't be stressed enough) is that the game must be mapped, as the layout of the screens is phenomenally confusing. The screen is viewed horizontally, like a beat-em up, with exits on the left and/or right hand sides. There are, however, exits in front and behind of the player at various points and, because of the 2 dimensional layout, it's difficult to relate the various locations to one another. So with paper and pencil at the ready you can begin your quest.

**the Fatman attacks by by vomiting poisonous bile at you**

Three major levels represent ground level, upper Midian and lower Midian, and your incredibly easy I-could-do-it-with-my-eyes-shut task *(do I detect a hint of sarcasm – Ed)* is to travel down through all three levels and win the ultimate battle against 'The Mask' who just happens to be the leader of the Sons of the Free. In order to achieve this somewhat spooky aim a number of keys must be collected (a number which eludes me at the moment) from each of the levels.

Various opponents are strategically placed to get your back up, many of whom are s.o.t.f. members who wield a variety of weapons such as hand guns machine guns and flame-throwers. These bounders can be defeated by being put at the receiving end of a series of punches (or bullets if you're lucky enough to have found a gun). A larger threat (literally) is posed by the various members of the Breed who, prior to your initiation, see you as a threat. There's Fatman who sports a rather fetching head on his stomach and who attacks by vomiting poisonous bile at you. Flying teeth threaten to knock your brains out and berserkers pummel you senseless with their rather well-trained fists. One of my favourites was the evil eye – a giant, flying, ray-shooting eyeball which only harms you if you're facing it – a nice touch if ever I saw one. There are other monsters too numerous to mention, so all I'll say is that there are over thirty.

## A breed apart

The monsters in Night Breed are the kind we all used to have nightmares about. But, in fact, though Barker's new film uses some of the most grotesque make-up ever seen, the creatures are not that frightening, once you've got over the way they look (and let's face it, you don't usually see too many people looking like this bunch). The idea is that the city of Midian is a refuge for people who would otherwise suffer ignorant humiliation by people like you and me because they look different.

Though the Breed each have special powers, such as mind-reading, they are just people and one of the things that comes over in the film is the fact that they express emotions, dream, hope and just struggle to keep going. If there is a moral to the story, it's "don't judge by appearances". The special effects are incredible and the story keeps people on the edge of their seats. But it's the humanity of the "monsters" that sets the film apart from the recent mindless spate of splatterpunk movies.

**Making up the suits for the Beserkers**

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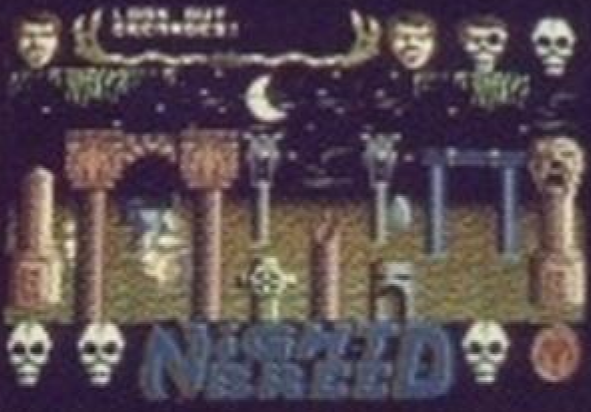
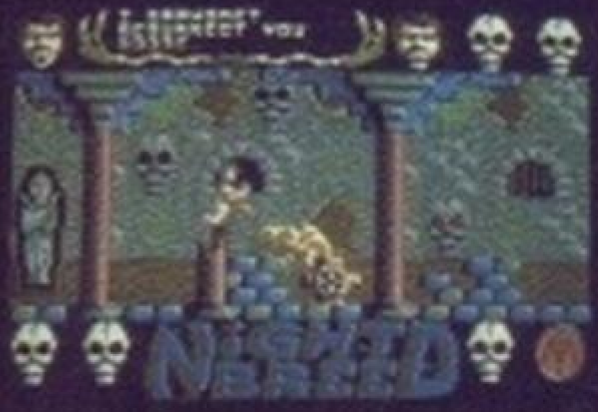
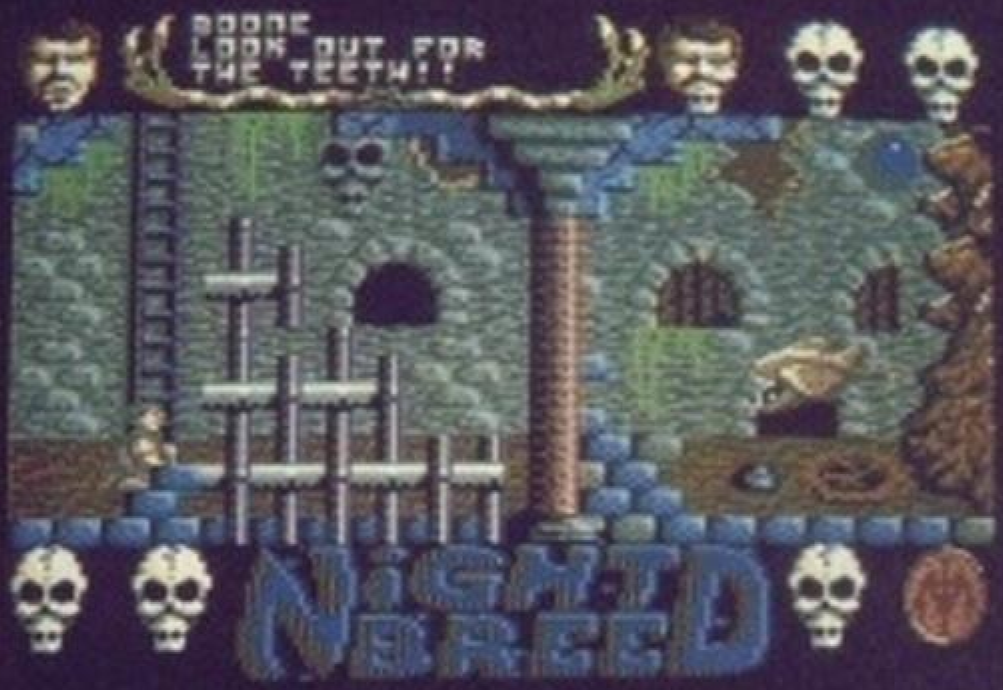


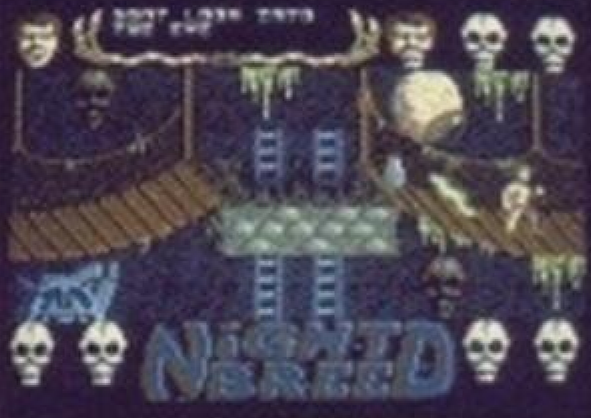
The fatman is well miffed, he spent a fortune on an f-plan diet and plastic surgery and ended up looking like this.



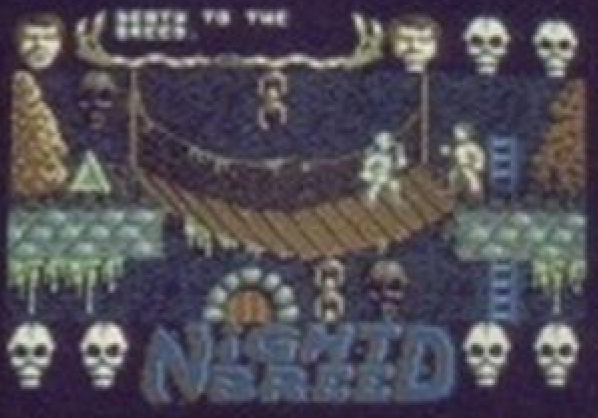
Boone is boulderly going where no man has gone before (groan), straight to that great computer game in the sky by the looks of it



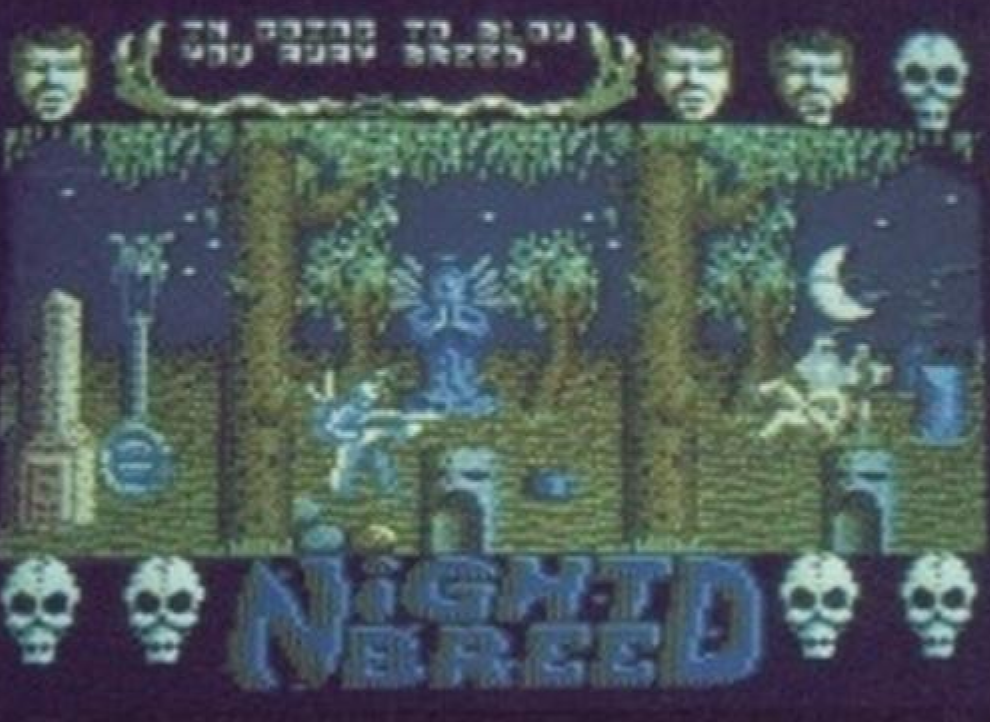
Boone has other fish to fry (where does he get these dreadful puns? - Ed). Just crouch to avoid these aquatic types



Look at the size of that contact lens. Still, at least it'll be easy to find if lost. As long as you don't face this giant floating orb, its powerful rays won't harm you



It's The Mask himself, and get a load of that kinky outfit. That dairyless cheese spread on the left is, in fact one of the keys. Defeat The Mask and the next level is yours



Another key, but this time guarded by a Son of the Free, and it would appear he's machine-gunned me into an early grave

| | |
|---|---|
| **Game** | **Night Breed** |
| **Maker** | **Ocean** |
| **Cassette** | **£9.99** |
| **Disk** | **£14.99** |

When you reach lower Midian you must defeat The Mask. Then, and only then, can you be baptised by the Breed's God Baphomet, thus making you one with the shapechangers and able to assume a different, more powerful form yourself. It is then time for the meat and potatoes part of the game – namely, surviving the Berserkers' chamber, freeing the Breed and defeating The Mask for the last time. (Phew!)

At the start of the game there is an option to create a key from a selection of tiles, which means that if you've played before and know what the keys look like, you can skip levels. It sounds like a real corker doesn't it? YES! And is it? NO! The only way I can describe *Night Breed* is a tragic waste of an opportunity. The plot is astounding (thanks, Clive) and the series of goals in the game are inspired with neat touches (like the heads which turn into skulls as you get weaker) but the gameplay is seriously sub-standard. The graphics have been designed to such an other-worldly degree that any atmosphere that there might have been is lost, and play is made confusing. The elaborate screens have been a major downfall. The controls are also awkward to say the least. Battling opponents is primitive, involving punching them repeatedly until they fall over or slide stiffly off the screen.

Who knows, the bravely oddball graphics and the strength of the story may save this game for some people, but I feel a golden opportunity has been wasted.

**ANDY**

## POWER RATING

**THE DOWNERS...**

- Jumbled graphics make game play confusing
- Poor character control is very frustrating
- Over simplistic fighting technique leads to repetitive play
- Overlaid graphics obscure action which is painful during vital battles
- Simple game design dressed up as a scary monster. It doesn't add up to much of a challenge

100

55%

0

- Excellent storyline forms strong atmosphere and provides a good foundation
- Good basic game plot provides a clear series of worthwhile goals
- Despite their effect on play, the graphics (monsters especially) are very good indeed

**...AND THE UPPERS**

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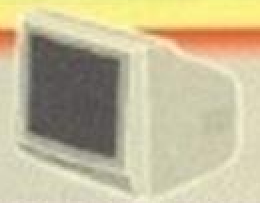

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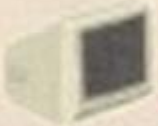

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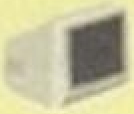

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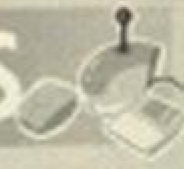

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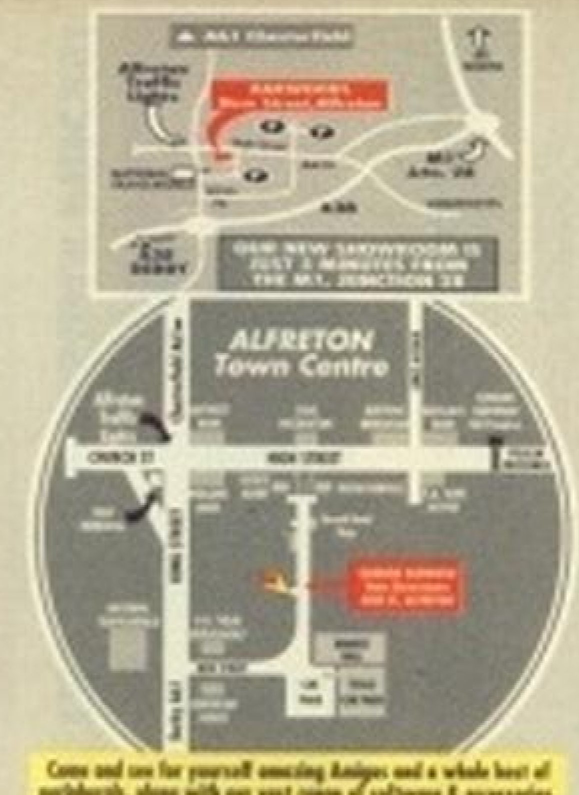

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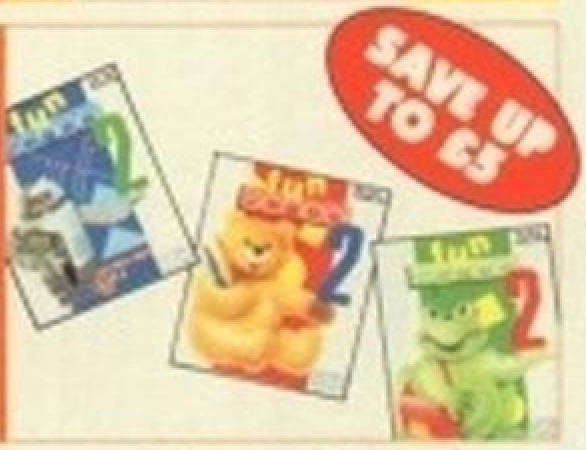

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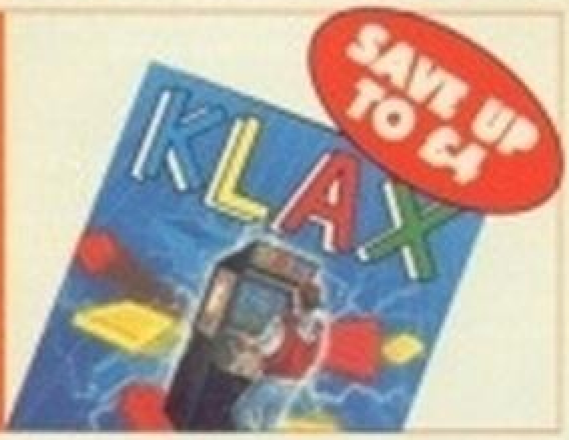

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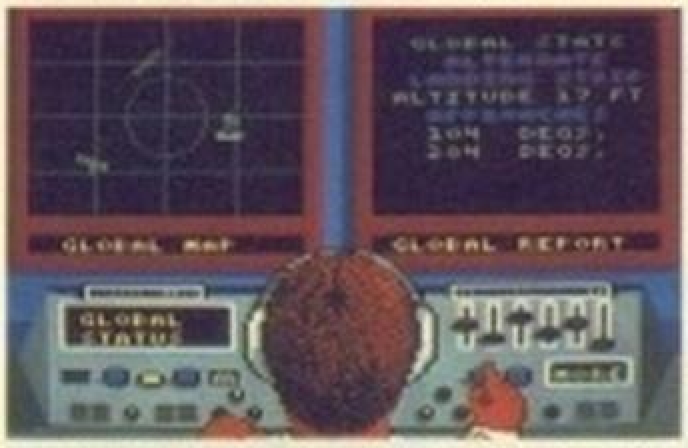
# Sno

No, not a snowballing simulation, silly. The snow of the title refers to cocaine, the drug Robin 'Mork' Williams once called, "God's way of telling you you're earning too much." A motion in congress to declare war on the drug barons has been defeated. Fed up with the politicians' inability to crack down on these villains, the military forces decide to take the war into their own hands. Time to scramble your F14-LCB Cosmos jet fighter, take to skies, and waste those evil-doers!



**Here's your buddy in the control room. The radar display shows the two friendly airstrips, and the prime druggy target you've got to destroy.**

However, prior to all this scrambling and wasting business, you have to log onto the *Snowstrike* computer console. After entering your name and callsign, you can select your co-pilot, choose the weather conditions (a bit of a luxury, this), your difficulty level and a specific mission from the ten on offer. Taking off from an airstrip or the carrier USS Epyx, you can launch your very own airstrike against enemy carriers, drug transport ships, convoys, cocaine refineries, drug warehouses and even a drug laboratory.

Once you've decided your own fate, it's time to take a look at the control room. This section is very smart with a working radar and an animated station officer, who you direct to the different buttons to bring up information about the local weather, status of your own jet and the deployment of the enemy forces. Right. Now you're all genned up and ready to go. Shift those chocks and you're up, up and away (er... as long as you turn the engines on and the brakes off).

The cockpit is very techy-looking, but dead easy to use. All you really need to watch out for are the radar and your altitude – one to make sure that there aren't any bogies on your bum, the other to make sure you're not trying to fly underground. It's this simplicity that makes the game fun. Snowstrike is very reminiscent of flight combat sims like *F15 Strike Eagle* and *Ace*: not terribly realistic, not very complex, but loads of fun to play. This is definitely aimed at people who like to get in the air without hacking through a 500-page manual, and like the action to come thick and fast.

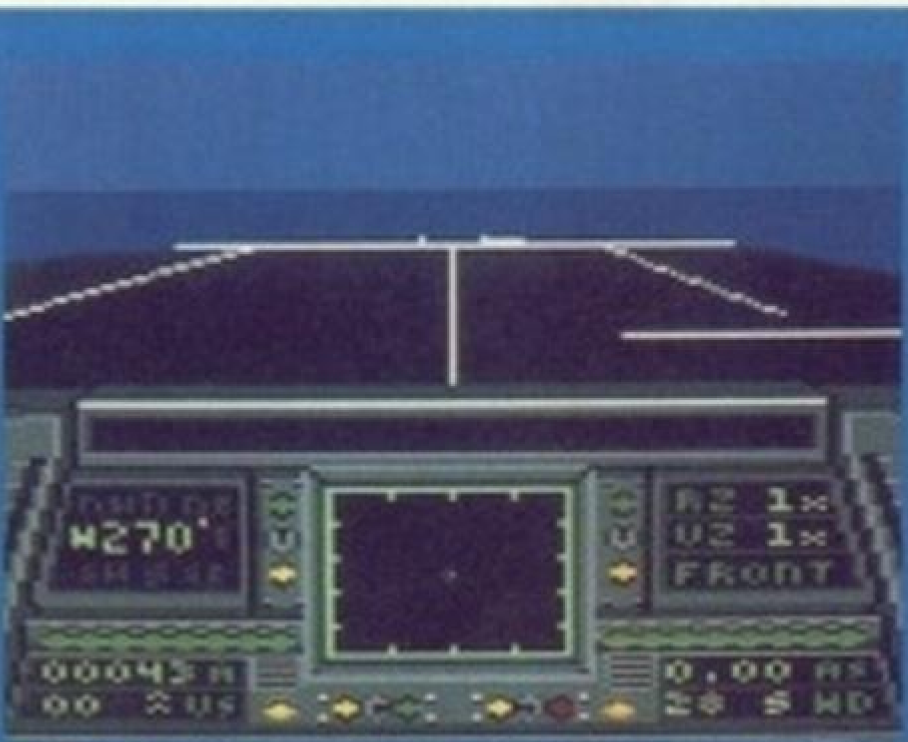
And speed is definitely of the essence, although the graphics have suffered slightly because of it. No amazing filled 3D graphics here (although the close-ups of ships and buildings are pretty funky) but there's just enough ground detail to give the impression of whizzing around in the air. There's even a hill or two.

this is seat of the pants stuf

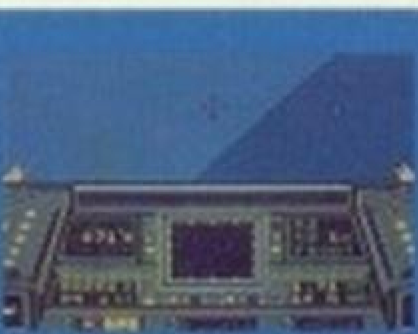
Combat is pretty straightforward, relying upon radar to show where the opposition is, and cockpit visuals for the final kill. None of this heat-seeking-kill-'em-hundreds-of-miles-away rubbish – this is seat of the pants stuff, with visual lock-on missiles and good old-fashioned cannon fire (and very macho it sounds too!). You have chaff and flares to confuse any incoming hardware, but should you take a hit, it's best to bail out.

One swift ejection later, and there's a brief spot of parachute practice before being rescued (hopefully) and restarting the mission from base.

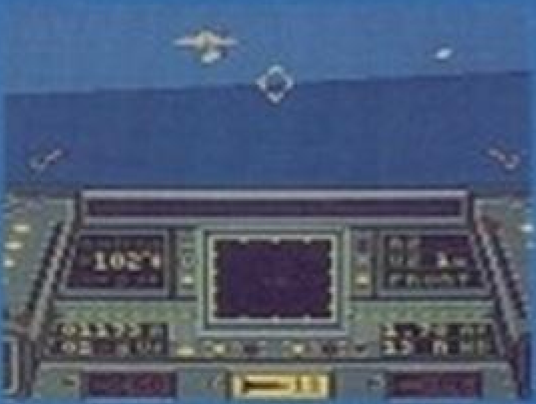
If you manage to down the bandits, you get the chance to destroy your prime target: this is where the Fury Air-To-Surface missiles come in to action. Line up your target in the crosshairs, press fire – and hope. Most



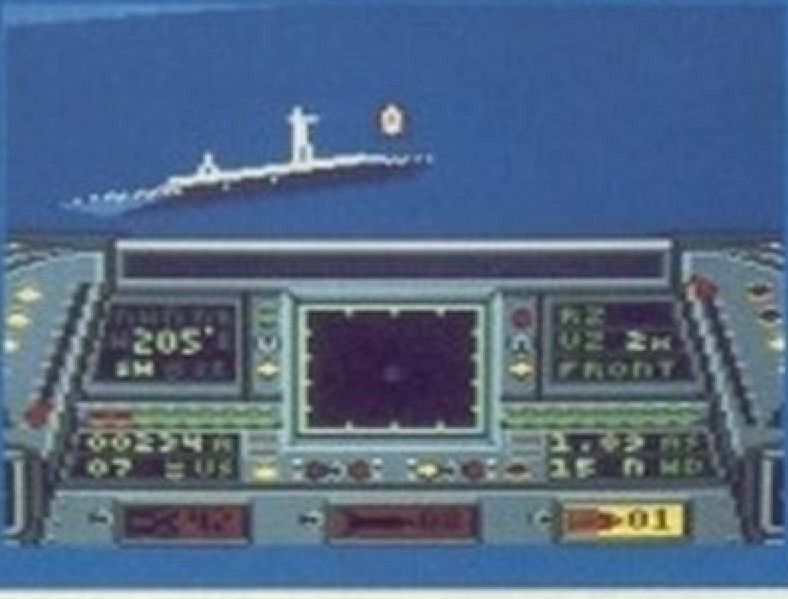
**The view from the cockpit before taking off from the carrier USS Epyx. Throttle forward, brakes off, nose in the air and – oh-oh... Maybe I should have gone before we left**



**After a couple of minutes in the air, you get your first bogey – air-to-air hankies at the ready. For a while you waste several hundred rounds of cannon fire, trying to down the bandit...**



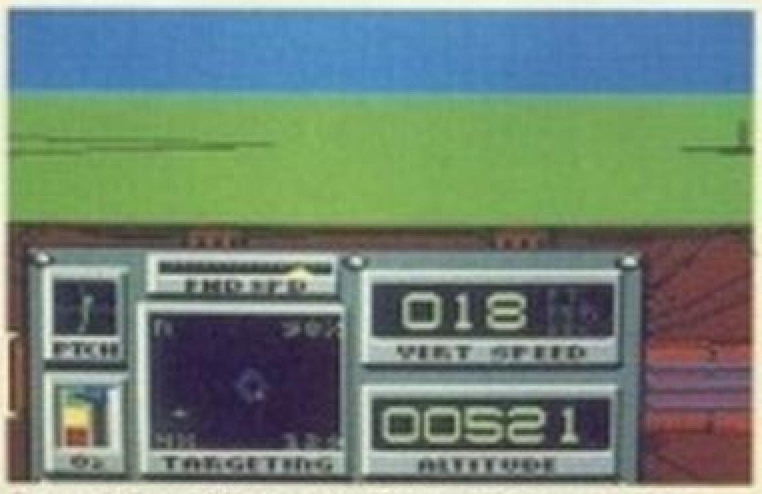
**(Above) ...only to hit lots of air. Right, no more mister nice guy. It's time to launch the air-to-air missiles (that's them – the little red sausages at the bottom of the screen)**



**(Below) Erm... you'll have to take our word for it, the plane died. Now we've moved on a couple of hundred miles, and have just launched a Fury ATS missile at that big ship filled with nasty drugs. Eat high-explosive, villains!**

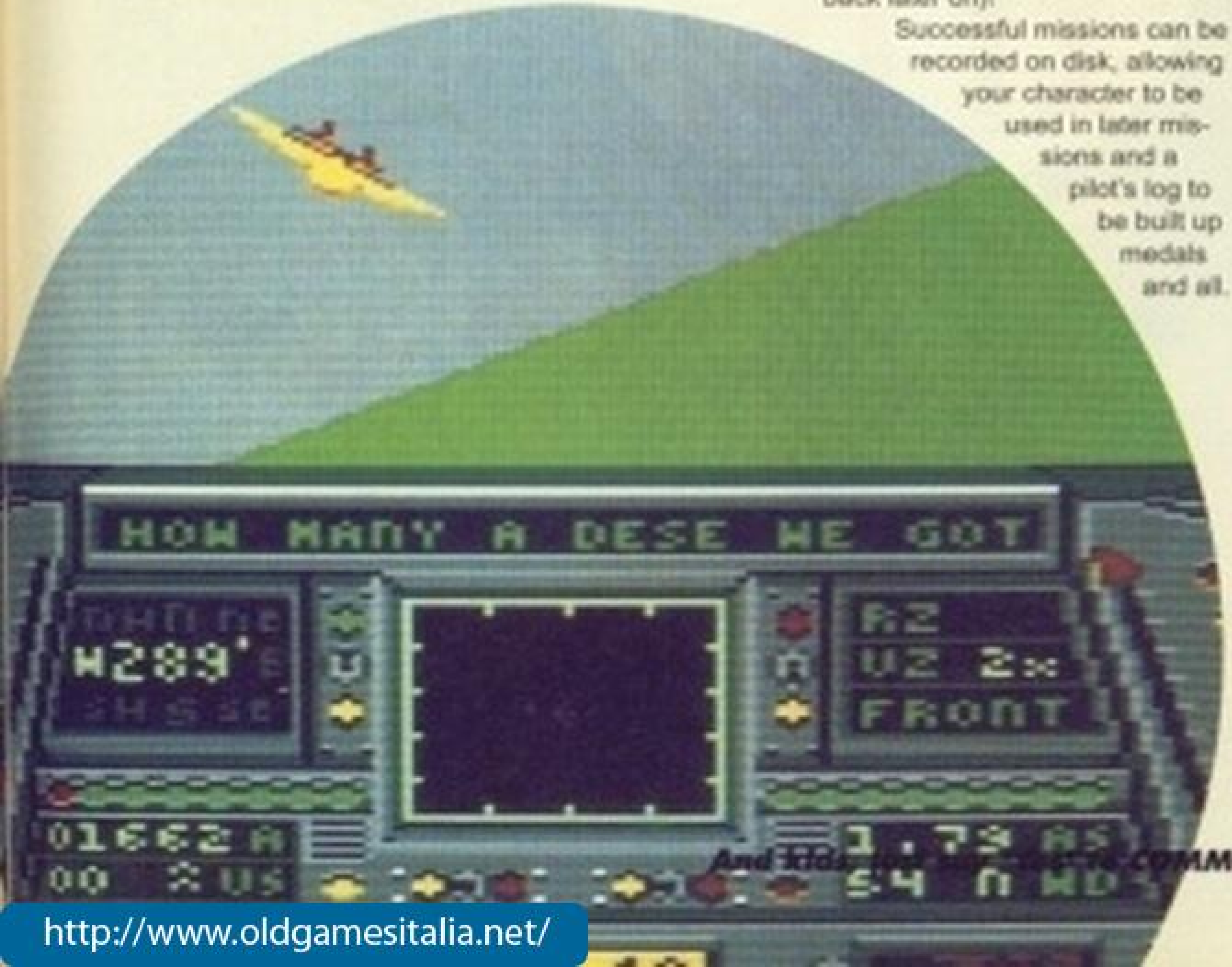
# wstrike

**Topical or tropical? With the US government failing to take action against evil Colombian drug barons, the military decide to go it alone. As an ace pilot, you take your F-14 on a raiding mission against enemy drug carriers and coke factories. Bombs away!**



**Several direct hits on your F-14 and one premature ejection later, there you are, floating gently down to earth beneath several miles of string and some silk**

**It's a grey and stormy day (honest!), but the fearsome air battle against the drug barons continues. Your job won't be over until every coke-peddling dog-dirt druggy lies underground!**



large targets require multiple hits, and with a limited stock of ATSs you have to be pretty accurate!

With another set of druggies chalked up, it just remains for you to cruise home, kill a few more marauding fighters en route, land (sorry, but there's no co-pilot assisted landing on the C64 version – you're on your own) and wait for the medals to be dished out in your direction.!

The game has a lovely front-end (oo-er), with smart intro scenes, and an equally smart outro – though you'd rather not see this too often! There are loads of different options, including practice flights and the nose-cone camera for recording sections of your flight (so you can play them back later on)!

Successful missions can be recorded on disk, allowing your character to be used in later missions and a pilot's log to be built up medals and all.

**Oh dear. Can you spot which one you're supposed to be? Answers on a postcard marked 'I'm coffin fodder, me' to...**

And that's about it. Snowstrike is simple, straightforward aerial combat, and something of a relief in these days of stupidly complex flight simulators. It's entertaining and not too much of a strain on the old grey cells. And remember – just say, 'No' (to drugs, anyway).

**STEVE**

| | |
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| **Game** | **Snowstrike** |
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## POWER RATING

### THE DOWNERS...

- Disk access is quite heavy in between missions and for the control room
- Limited ground features on the 3D cockpit views (where's the scenery?)
- Even with ten missions, the action remains fairly constant
- Short range radar could be better
- Simplistic aerial combat won't be up everyone's flight path

100

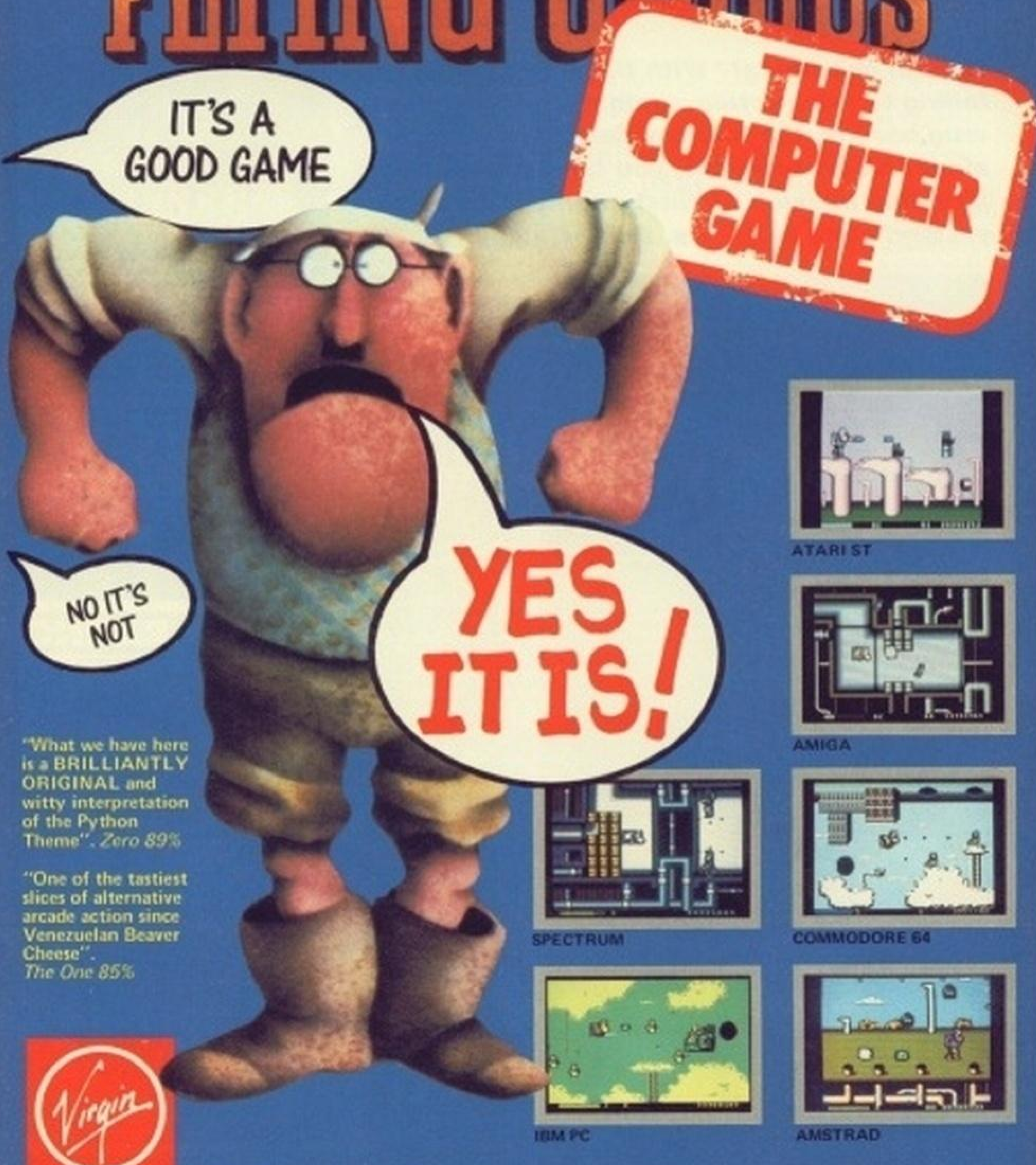
69%

0

- **Intense air combat provides some adrenalin-pumping action**
- **Intro and intermission sequences are very nicely done**
- **No music but great sound effects: nice engine whine and realistic cannon fire!**
- **Arcade-style controls mean even a novice can chalk up his first kill very quickly**
- **Useful character save option**

### ...AND THE UPPERS

# MONTY PYTHON'S FLYING CIRCUS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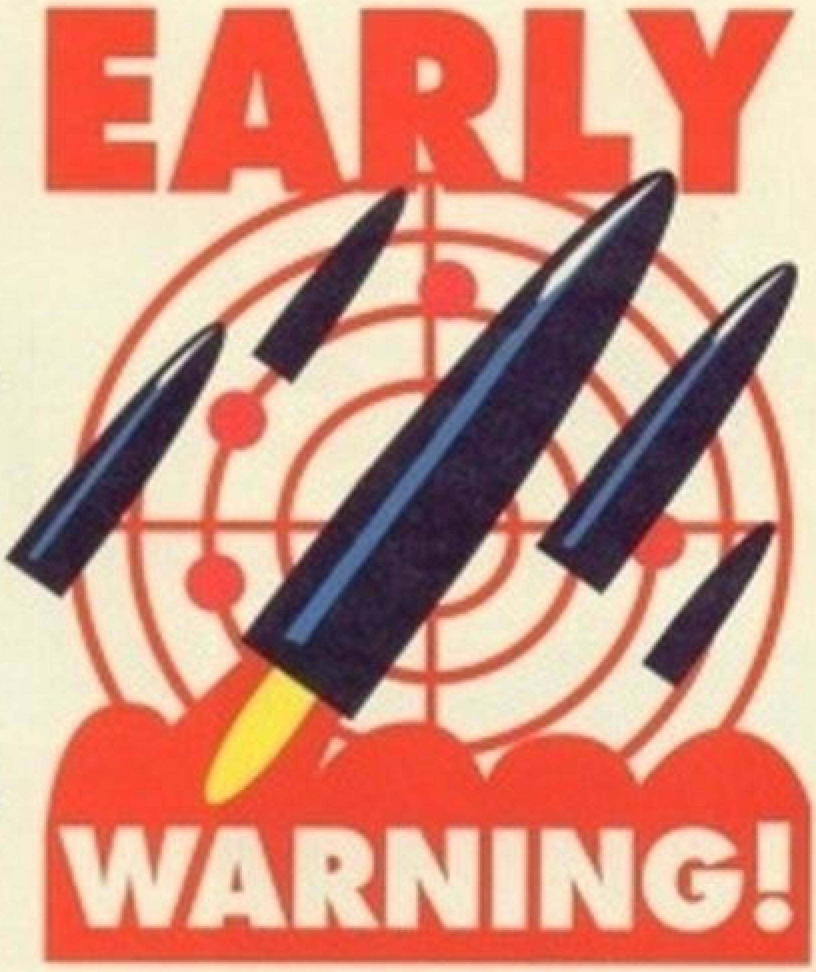
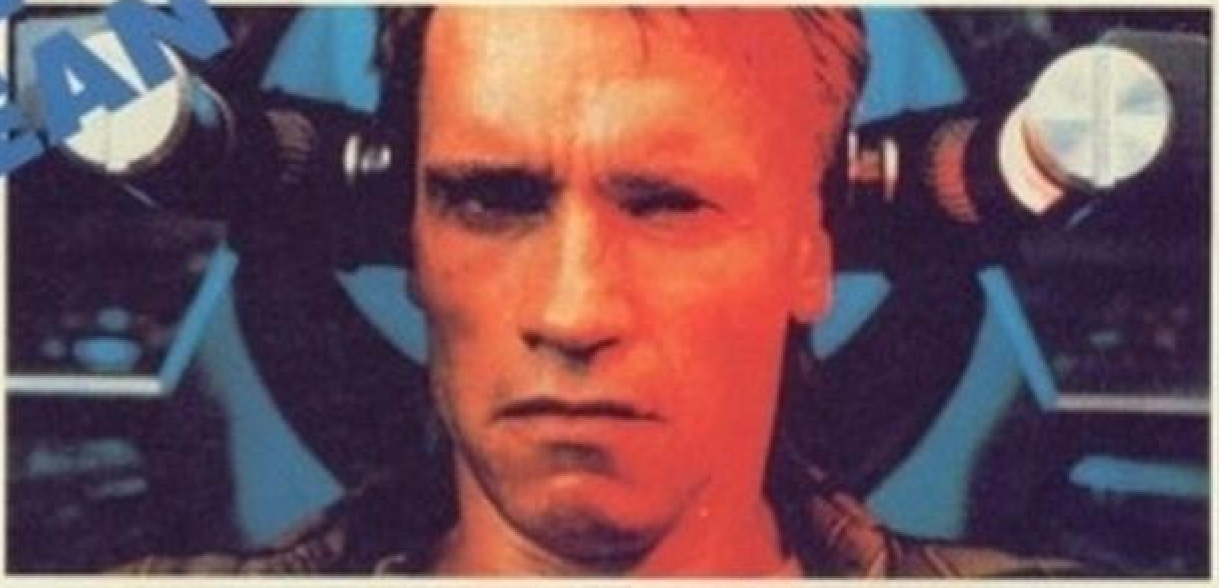


# TOTAL RECALL

## OCEAN



"Short back and sides, please." "Certainly, sir. Would sir like his mind completely re-written? Sir does have a mind, doesn't sir?"

Arnie's acting ability seems to be in inverse proportion to the amount of money his films make these days. *Total Recall* is his latest effort (as if you didn't know) and the rights to this rip-roaring blockbuster has been picked up by Ocean (as if you couldn't guess).

The film's convoluted plot would be practically impossible to recreate as a playable C64 game, so the main chase elements from the movie have been pieced together to follow Doug Quaid's adventurous trip from Earth to Mars.

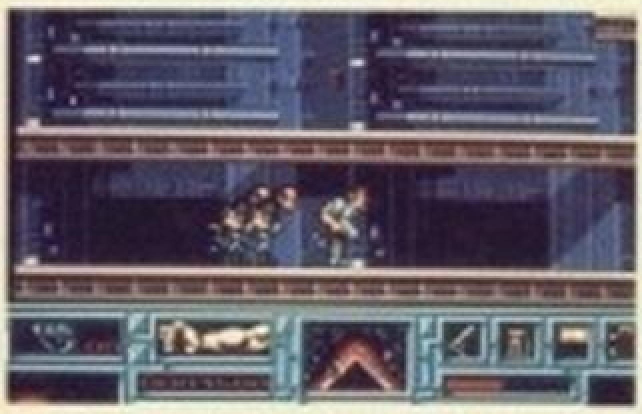
There are six multiloaded levels, including a *Robocop*-style scrolling shoot 'em up, and some *Spyhunter*-style driving action. Sorry about the Amiga screenshots but at least now you know what to expect! C64 piccies coming soon (and probably a spiffing review, too!). If you're under 18, it a good chance that you haven't yet had your peepers feasted on the ultra-violent Total Recall film.

Here's a (very) brief synopsis: Doug Quaid (Arnie) keeps having dreams about Mars. To get rid of them, he goes to Rekall – a company that implants memories of holidays, so you can enjoy a vacation without actually going anywhere (spook!).

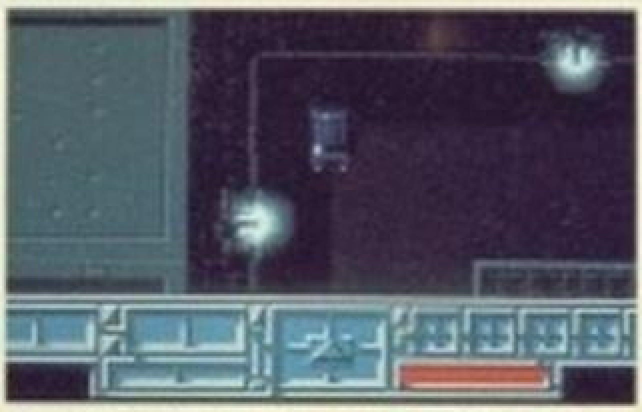
While they're fiddling inside his head, the Rekall technicians discover memories which have been implanted there by someone else. With these memories activated, Arnie wakes up, freaks out and decides to visit Mars to find out just what's going on. (At this point we'll miss out about two hours of film, lots of chases, several hundred deaths and a fair amount of vital plot.)

Eventually it turns out that Quaid is actually a Martian agent, who only thinks he's Doug Quaid! The whole thing is a massive (and extremely complex) plot to make Doug lead the baddies to Kwato, the rebel leader of the mutant mine workers.

In the end, Arnie decides that he prefers being Quaid, helps the rebels instead and turns on a big alien machine which turns Mars into a blue and pleasant planet. But was it all a dream...?



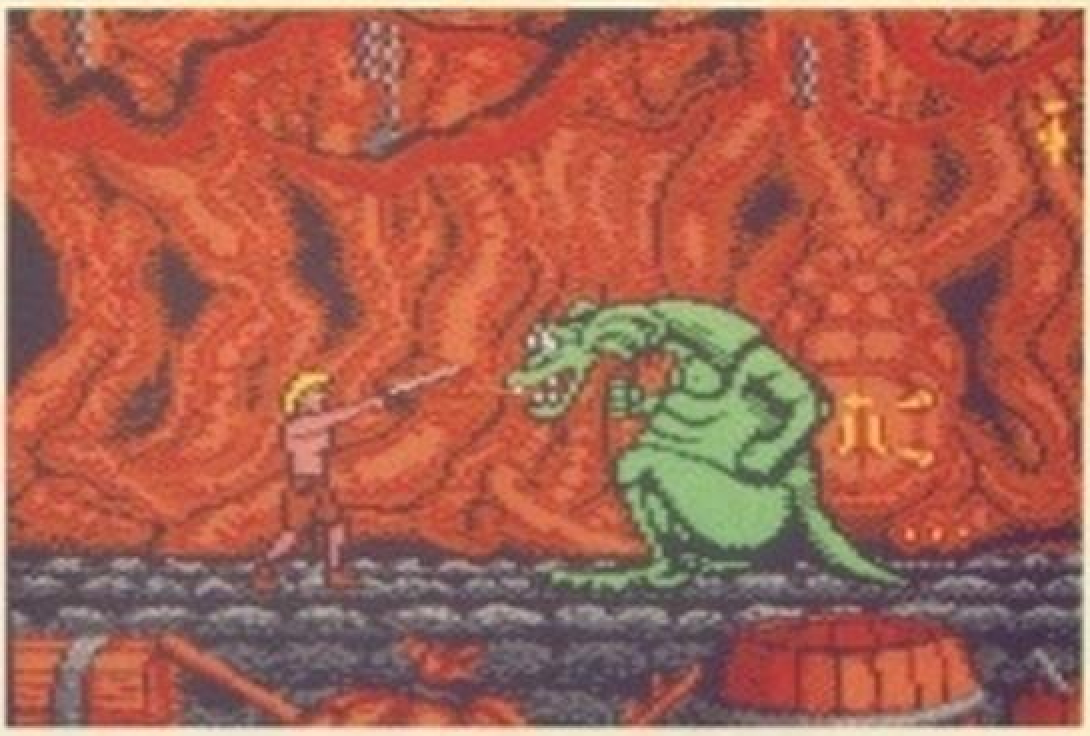
This shot from the Amiga version shows the first side-scrolling level, where Arnie has to battle his way through hoards of lackeys



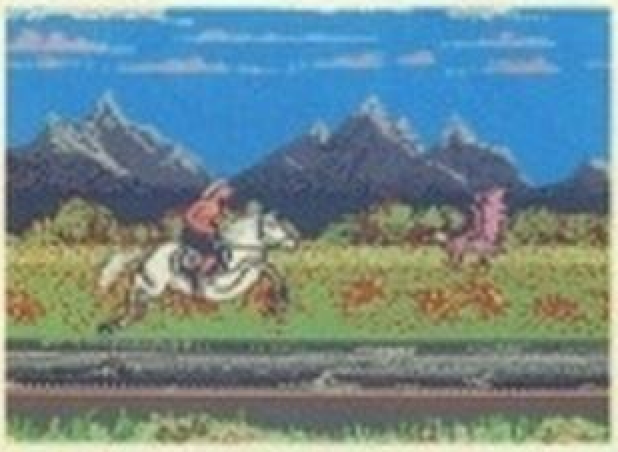
Having climbed into the Johnnycab, Doug (Arnie) vertically scrolls his way through the Martian mining complex

# WRATH OF THE DEMON

## EMPIRE



**Eat cold steel, greenbelly! One of the fantastic monsters from one of the fantastic screens in *Wrath of the Demon*. Feast your eyes on those massive sprites!**



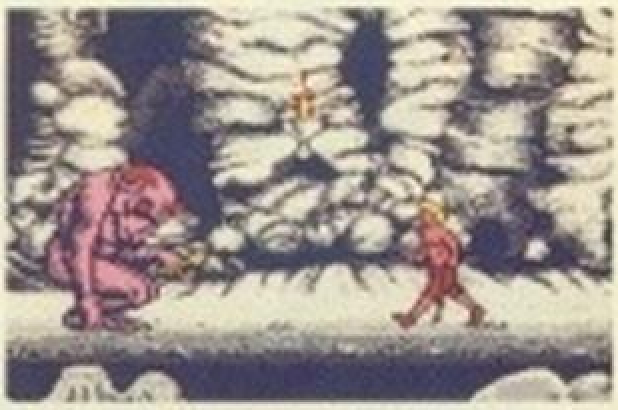
**Ride 'em, cow – er – barbarian... Well, the wide open range will never look the same again, not with this many levels of parallax scrolling**

And what's this that quietly sneaked into the *CF* office without as much as a press release, news item or an ad? Only one of the most impressive rolling demos we've ever seen, that's all!

*Wrath Of The Demon* is being coded by the Canadian ReadySoft team (the people who did the 16-bit versions of *Dragon's Lair*) and they set out to create a *Shadow Of The Beast*-style beat 'em up – only better.

Again, the finer points of the gameplay are still sketchy, but it involves guiding your character through horizontally scrolling scenes, battling large (and we mean large!) monsters and even riding your horse across a landscape, with TEN levels of smooth parallax scrolling!

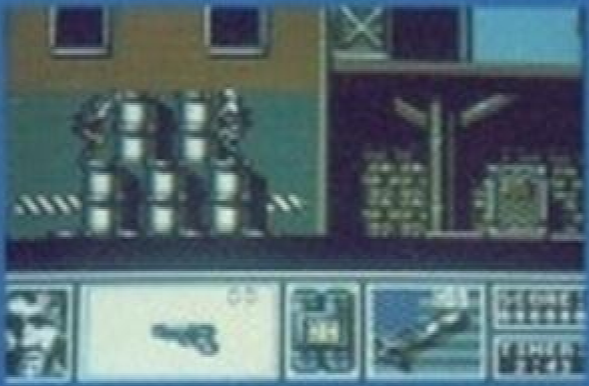
We have no idea how good (or bad) the gameplay will be, but it'll certainly look great. The backdrops are beautifully detailed, and all the characters are massive, nicely animated and smooth moving. You can bet you'll see the first review right here. Well, 'cept in a couple of weeks' time, that is.



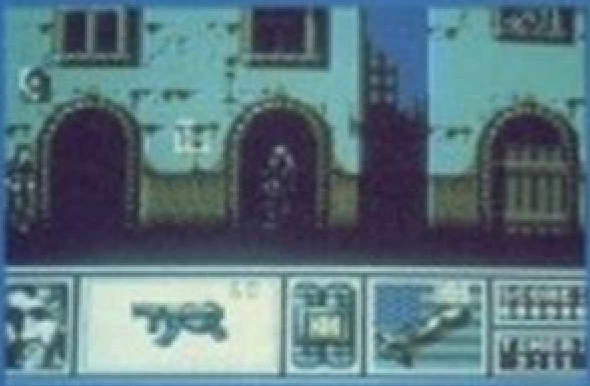
**"None shall pass!" Cried the obese purple thing shortly before being kicked into purple kingdom come by a certain heroic sprite**

# NAVY SEALS

## OCEAN



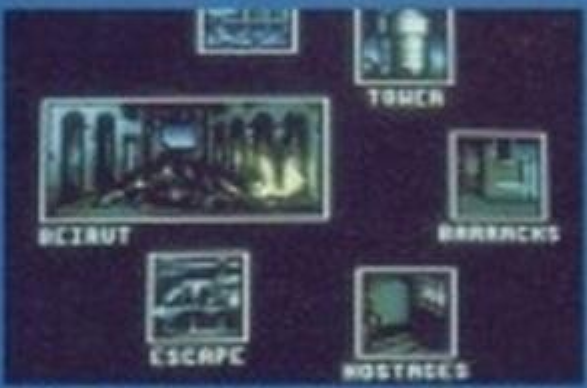
**Hup! Oil barrels are no match for a Navy Seal who drinks two pints of crude for breakfast, and eats four Brillo pads**



**Never trust a dude who hides in the shadows. Take our word for it, the arab-moving-out-of-the dark graphics are yummy!**

Continuing Ocean's string of film licences comes *Navy Seals* – based on a film so new we know very little about it. Charlie Sheene and Michael Biehn (the mad Seal officer from The Abyss) are the heroes, and... erm... it's probably very good.

The C64 version is cart-only affair and, judging by Andy's gibbering when he returned from a trip to Ocean, it sounds very promising indeed, with loads of incredibly realistic animation and some gorgeous graphics. The scales lifts and grabs bits of the scenery with the visual dexterity of an Olympic gymnast. The backdrops are detailed and atmospheric, with the enemies gradually materialising out of shadowy doorways, and light playing sinisterly off the brutally textured architecture of modern day war-torn Beirut. Poetry in pixels. We just can't wait (but we're going to have to, dammit)!



**As a Navy Seal you certainly have your work cut out for you, as these excellent intro windows prove**

# E-SWAT

## US GOLD

Following our sneak peek at Gold's Sega coin-op conversion, last month – here's another one! If you're unfamiliar with the arcade *E-SWAT*, tough. Naah, only kiddin'. You (and a chum) get to play the part of cops on the City of Liberty police force, trying to earn promotion into the hallowed ranks of the E-SWAT, the Cyber Police.

This four-way scroller takes you through the urban jungle of Liberty City

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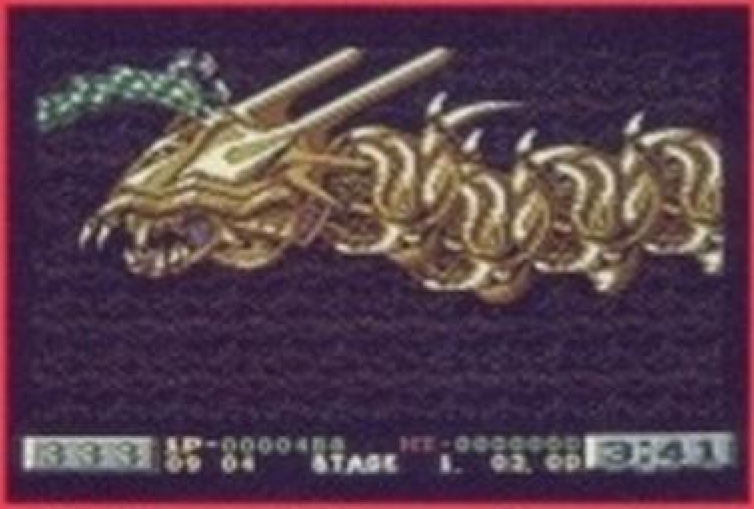
# DRAGON BREED

## ACTIVISION



Not for those who suffer from sea-sickness – *Dragon Breed*'s famous multi-sprite monster. Ride it and win. The challenge awaits

IREM, those wonderful coin-op people who brought us *R-Types* I and II, and *Vigilante*, have recently been doing the biz with *Dragon Breed* and the C64 version is currently being furtively coded by the number-crunching team at Activision.

You control King Ayas – a humanoid-type from the Agamen Empire – who rides a great dragon in this six stage scrolly blaster. Ayas can fire in five directions, and the idea is to keep him alive by using the segmented dragon as a shield, in a similar vein to *St. Dragon*. By watching where the attackers are positioned you can best place the dragon's body to soak up the enemy fire. A manoeuvre worth perfecting is where you wrap the dragon up into a circle with Ayas safely seated in the middle!

At points throughout the game, Ayas has to dismount the dragon and progress on foot. Here the dragon simply floats above him, acting as a large, green brolly against the rain of enemy fire.

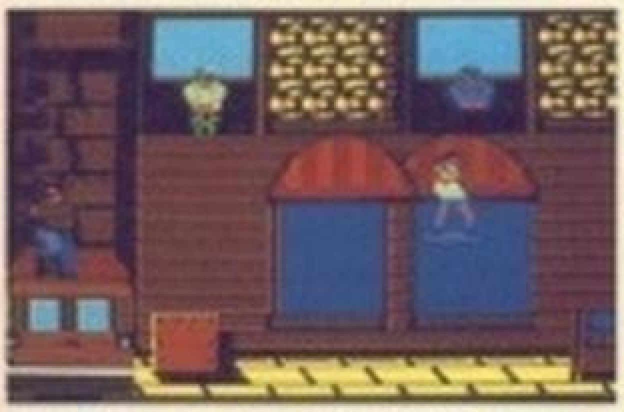
The C64 version suffers slightly due to the huge amount of sprites on screen. Rather than sacrifice the number of segments in the dragon's body, they've kept the number the same but succumbed to a case of the flickers. Hopefully, the gameplay has remained intact; in any case we'll soon see!

# NARC

## OCEAN

*NARC* is based on the activities of the police narcotics division, DEA (Drug Enforcement Agency), tracking down drug pushers and their underworld Drug Lords. This one or two player scrolling shoot 'em up is a *Rolling Thunder*-cum-*Double Dragon* affair with plenty of pistol-packin' action and a high body count, as you work your way through urban landscapes en route to each 'bust'.

The Williams coin-op was the first machine to be endorsed by the American anti-drugs campaign, with the slogan 'Winners Don't Take Drugs' – a sentiment fully backed up the *CF* team (as long as it doesn't refer to beer as well).

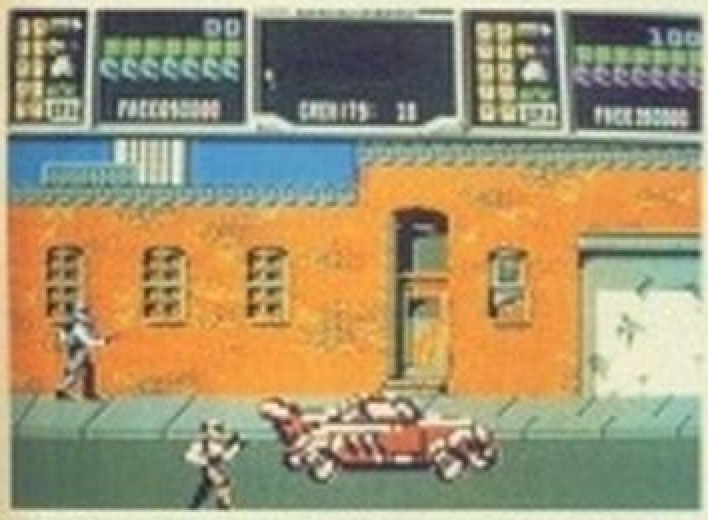


Bust those pushers. Get that hardware. Track down the drug barons. D'you get the IDEA? (*That's it, you're fired – Ed*)

on the trail of gangland thugs. After dispatching their lowlife lackeys, you get a shot at the title – defeat the head honcho, and you move up a rank and onto the next level.

Haul ass through the first three levels (attaining the rank of Captain, Assistant Chief and Chief along the way), and then you get to don the exoskeletons and mega-hardware of the E-SWAT. From here on in it's death and destruction all the way as you follow the trail of similarly-attired cons to the final show-down in the ultimate baddy's underground hide-out.

If all the action, weaponry and 15 levels are in there, this could be a goody!



Just another scummy day in Liberty City and just another day's work for the hard-working lads 'n' lasses of E-SWAT

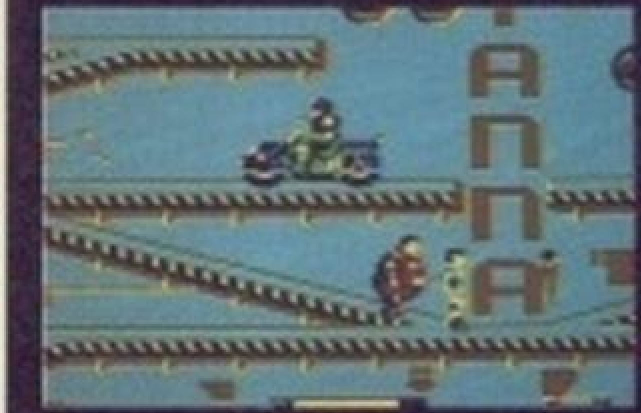
# JUDGE DREDD

## VIRGIN

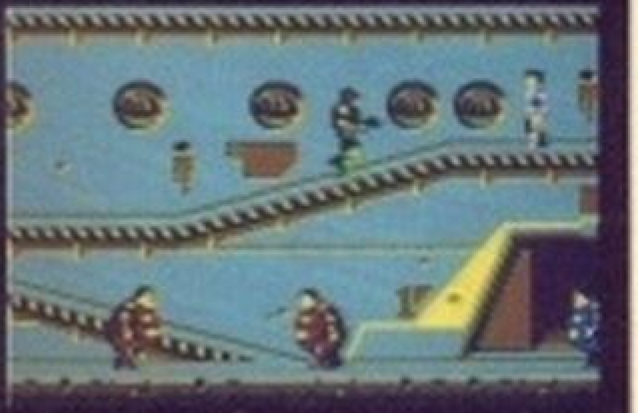
This is one dude who needs no introduction... but we'll give him one anyway. Ladees an' gennlemen, please put your hands together (so we can 'cuff you) for the the self-appointed guardian of Mega-City 1, Joe 'I Am The Law' Dredd...

OK, we all know who Judge Dredd is – hell, there are undiscovered pygmy tribes in South America who follow his exploits every week – but did you know he's about to bring law and order to the inside of your C64? We haven't got too many exact details about the gameplay (like none!) but the action takes place across the elevated walkways of Mega-City 1, and includes Dredd, his bike the Law Master, and various perps from 2000AD such as the Fatties (with supporting belly wheels).

Drokk! Will it be scrotnig – or... er... un-zarjaz? Watch this space, juves.



JD cruises the high-level strip in MC1, on his never-ending search for perps, drongos, dips and other silly-named creeps



Watch out – fatties below! Oy, blubberboy, didn't you know being that heavy is a crime? It's the iso-cubes for you...

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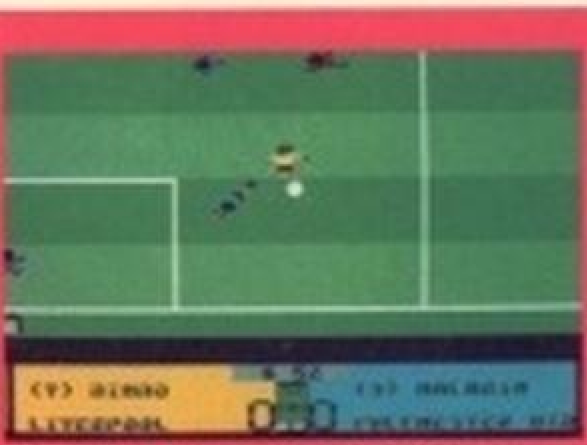
# GAZZA
## EMPIRE

"Paul Gascoine is bigger than Teenage Mutant Ninja Turtles," said the Guardian recently, and so it comes as no surprise to see Empire's new soccer sim with Gazza(TM) slashed all over the front of it.

This is pretty much a *Kick Off* look-a-like, with a smooth eight-way scrolling ground, pitch radar and all the usual soccer refinements, like fouls, throw-ins, corners, crying players when they get sent off, all that malarkey.

On the off-chance that you don't actually own a footy game (slim) and you desperately want one (even slimmer), then *Gazza*(TM) could be worth waiting for...


Looks like a foul to me. Well, if Gazza's involved, it'll end in tears

# ATOMIC ROBO-KID
## ACTIVISION

Anyone who slotted most of his pocket money into the original UPL coin-op should see this as a way to recoup some money (it only costs about the same as 30 goes on the machine!).

The Atomic Robo-Kid has graduated from the Universal University of Space Combat and is itching to blast the photons out of some deep space adversary. His first (and probably last) mission is pretty straightforward: travel through 21 levels of alien territory and destroy everything in his path.

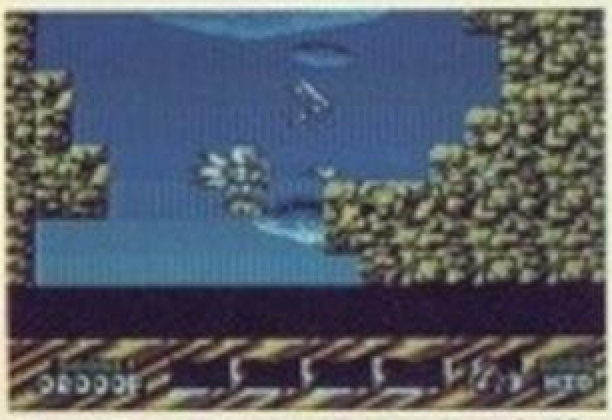
Atomic (as he's known to his pals) jet-packs around, moving horizontally and vertically through the eight-way scrolling alien complex. All manner of enemy creatures have to be negotiated, and while physically they just get in the way (isn't it nice not to die on contact!), they do fire bullets which are capable of turning Atomic Robo-Kid into Radioactive Dust Cloud.

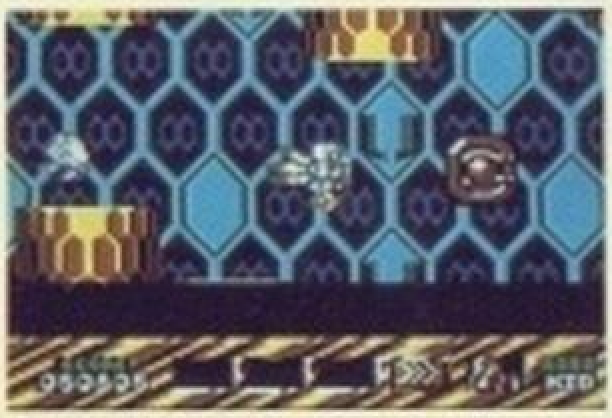
By blasting the right objects, Robo-Kid can collect up to four weapons, with the Atomic Bomb being the most important. These are then individually selectable, depending upon what the situation calls for.

Every third level there is a 'terrifying' end-of-third-level-guardian who needs a good dose of death before the 'Kid can carry on. (These large critters have actually been slightly improved upon, because the programmer thought they looked 'unfished' in the original!)

Success against these monsters sees the 'Kid enter into a one-on-one duel with a similar-looking robot. This futuristic gunfight gets increasingly difficult as you progress through the levels.

*Atomic Robo-Kid* just missed out on a full review this issue, so he'll definitely be making an appearance next month. Fingers crossed, it'll be worth the wait!


Atomic Robokid blasts his way through this hexagonal hell. Is this how a graduate ought to behave? Yeah...


A somewhat precarious situation for anyone to be in, even if they happen to be wearing a rocket-powered backpack

# PLOTTING
## OCEAN

Blimey, we've got puzzle games coming out of our ears at the moment. This conversion of the taito coin-op features a small blob-like creature whose sole task it is to get rid of a veritable mountain of little colourful blocks, each of which contains one of four different icons. All our globular hero has to do is shoot the currently held icon at an identical one and they both disappear, sending the next one in line back to the player. You can fire directly at the pile of blocks, or rebound tiles from the roof or bits of the scenery, if

# BADLANDS
## DOMARK

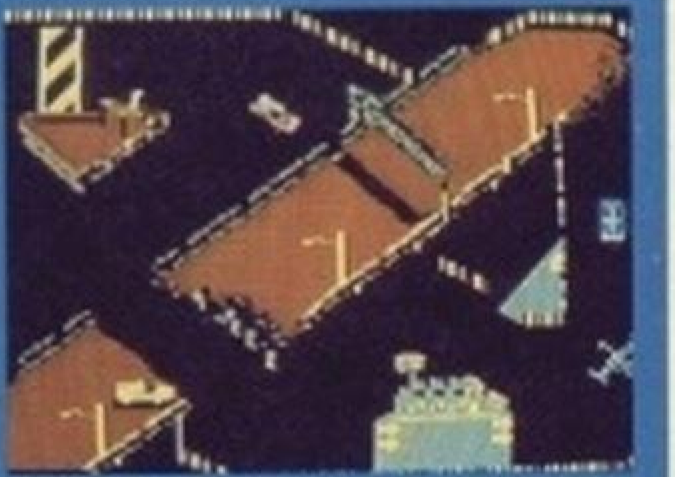
The newest release on DoMark's Tengen label is *Badlands* – a conversion of the Atari coin-op. This is another *Super Sprint* affair, only set in a post-nuclear future where the Department of Transport has fallen a bit behind with the old road repairs (same as usual, really).

As with its predecessor, races takes place across eight different single screen courses, all set in the ruinous remains known as the Badlands. There are four competitors, two of which are controlled by the computer; the other two can be steered by you and a chum (or chumette).

In true Mad Max style, the cars have evolved into armed and armoured vehicles, so this is no longer a race to the finishing line: this is a race to the death! (Rather like negotiating the one-way system in Bath's town centre.) Extra missiles can be found among the debris and are found only by shooting at the scenery, which then crumbles away to reveal the hardware!

*Super Sprint* spanners are still in evidence, which can be collected and then swapped for upgraded equipment at the between- stage shop for extra acceleration, shields and weapons.

The C64 *Super Sprint* was slightly bugged, and wasn't that hot. Let's hope *Badlands* puts things right!


DAKKADAKKADAKKA! Never has taking an advanced driving test been so much fun – or so deadly for that matter

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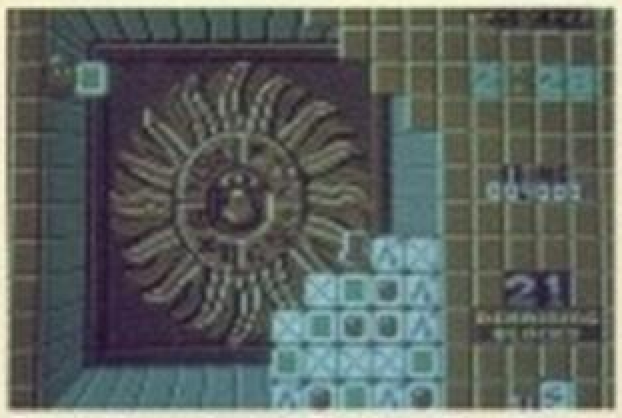
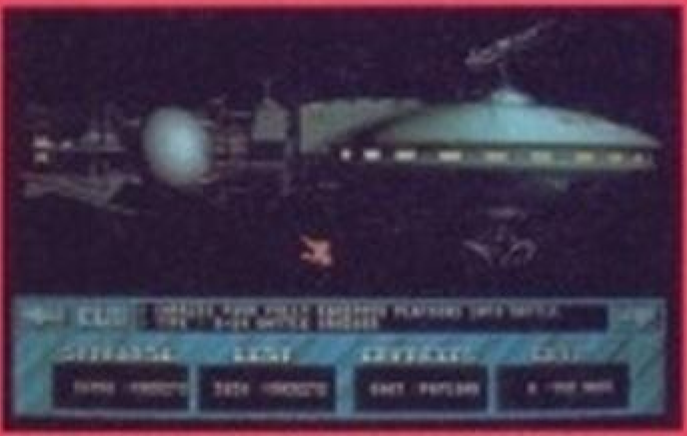


**Put on those shades! *Plotting*'s New Age looks aren't the only thing it has to offer. The gameplay will have you chewing your fingers off**

you're feeling a particularly clever. Keep on repeating this process until the last block disappears and the screen is cleared. Then guess what? You start another one!

As an added bonus, two chums can play at once in split screen mode, and if you get terribly bored by it all there's even a screen construction kit so you can set puzzles for your mates... or something. It's colourful, fast and promises to be a natty little wheeze.

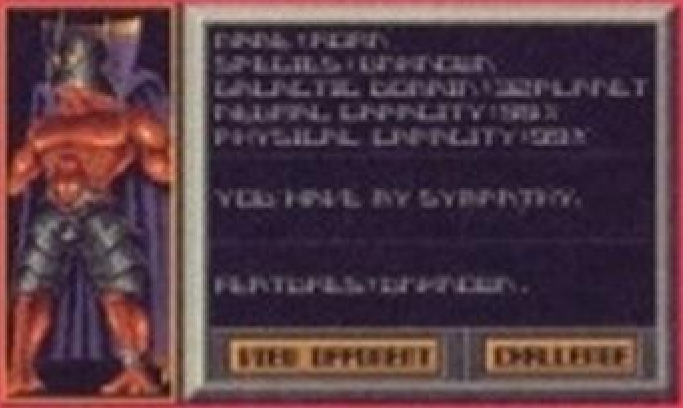
# SUPREMACY
## VIRGIN



**You don't see one of these in your high street show room. 0-FTL in just under 0.0001 nanoseconds but, boy, does it guzzle fuel**

Probe are currently coding like crazy on the 64 version of this original deep space science fiction strategy/combat game thingy. As the central decision-maker of your one-planet race, you have guide your civilisation's forces and resources in an attempt to spread across the galaxy. Terra-form planets, settle colonies, fight wars and keep a tight reign on your people to form an empire on which the suns never set.

The game has four difficulty levels, in which you have to gain control over an increasing number of planets. However, on the far side of each system is your opposite number: a slimy alien with similar intentions to your good self – and this universe ain't big enough for the both of you. Only when one race has gone the way of the Dodo does the struggle for supremacy come to its climax. (Gripping stuff, eh?)



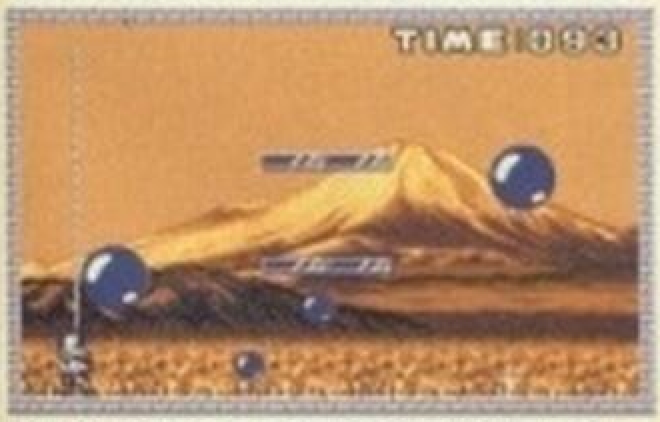
**Now that's what I call dress sense. Lovely off-the-shoulder number, shame about the attitude problem. Mr Xenophobe here is the ultimate *Supremacy* opponent. Doesn't he look the part**

The Amiga version is currently winning awards a-plenty ('cos it's fab) and there's a rumour that the C64 versh' could be on cartridge. If this is the case, there's a stong chance that we could soon have one hell of a game on our hands...

# PANG
## OCEAN

This strange little shoot 'em up hails from the Mitchell coin-op of the same name – and no, before the CES show, we'd never seen it either.

The gameplay is really dead simple: you take control of a small character who scurries across the bottom of the screen while large, coloured bubbles bounce around the screen. Your blokey fires a vertical beams which only disappear once they hit the 'roof'. Every time a bubble is hit it splits into two, smaller ones. This keeps happening until the smallest bubbles finally disappear altogether. At this point, you've cleared the level, and can move onto the next.



**BOING! being boing BOING! Simple ideas still make good games. The backdrops are fantastic, too. Just like being there... with balls**

Sounds a bit easy, so far. Well, if your character gets hit, he loses a life. Also, the bubbles gob out all sorts of things onto the floor, which you must either collect – or avoid like the plague.

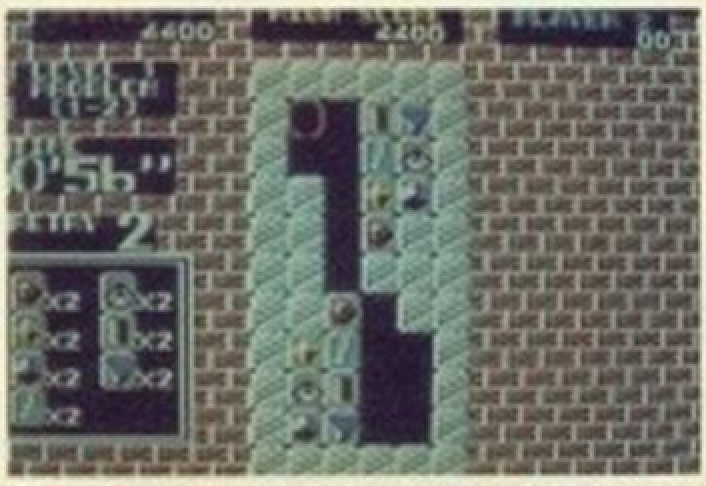
Later levels have lots of fast moving bubbles, platforms which get in the way and, oh, all sorts of things to make your life not quite as easy as it once was. The Amiga version looks quite spiffy, and there's no reason why the C64 version shouldn't be just the same.

(Oh, and by the way, Steve takes full responsibility for calling it '*Tang*' on the cover. What a dick-Ed.)

# PUZZNIC
## OCEAN

Puzzle game alert! Yep, yet another coin-op conversion, and this time it's a cross between *Atomix* and *Plotting*, involving block manoeuvring on a mammoth scale. Blocks with similar icons must be dropped next to one another so that they vanish in a puff of pixels. The difficulty sets in when there are more than two blocks of like icons which have to be united simultaneously (tricky when you consider that only one block can be moved at once). There are countless opportunities to trap yourself into a no-win situation.

There are eight levels in all, subdivided to provide 144 different puzzles. It's all played against the clock and so as well as straining the brain, it also tests the reflexes. Nex' munf, eh?



**Right then, solve this before breakfast. Well, that one goes... erm – no, not there! Yes, there, right. And erm... that one... erm... Time up!**

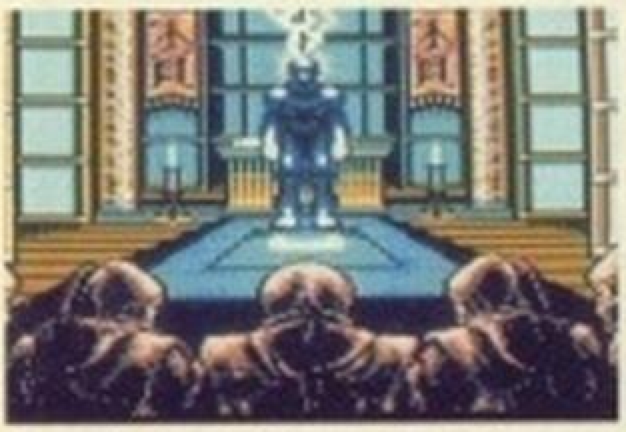
***COMMODORE FORMAT 3, December 1990: you have been warned!***

# NINJA RE-MIX

## SYSTEM 3

This one's really for all those who haven't enjoyed the many delights of System 3's early last Ninja classics. Based primarily on *The Last Ninja 2* (which is no longer available), *Ninja Re-mix* boasts a new movie-style animated intro, re-mixed music on all seven levels and a redesigned information panel.

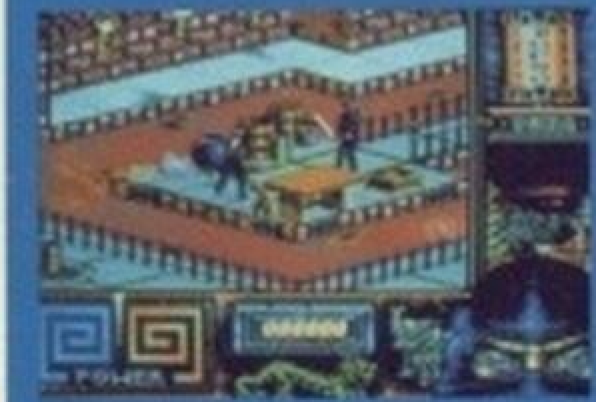
The game itself remains pretty much the same as the original sequel (huh?) and is well worth a purchase.



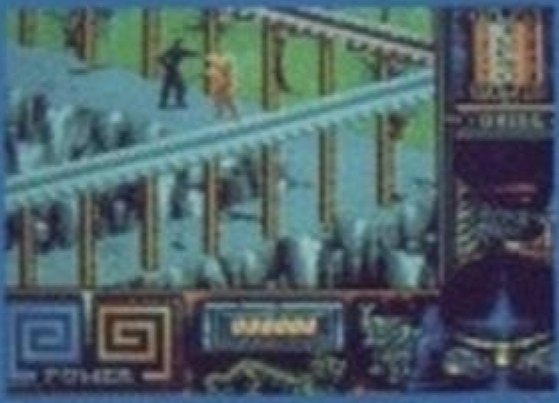
No wonder the dude in the corner of the screen has got eyes poppong out of his head. This is gonna be a goodie if the screen shots are anything to go by

# THE LAST NINJA 3

## SYSTEM 3



This has all the makings of a good pub brawl – Ninja style

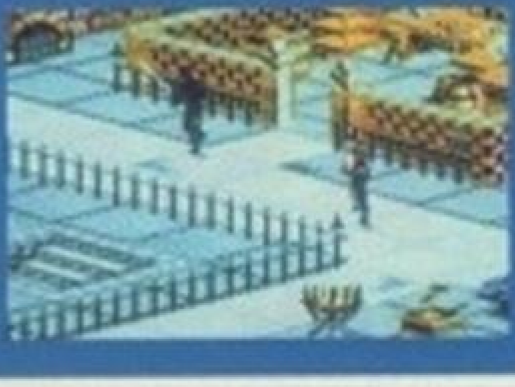


Some more gorgeous scenery and gratuitous violence

Not content with the new-look *Last Ninja 2*, System 3 are about to release their third Ninja game – and it looks all set to be the best of the bunch.

This is System 3's first cartridge-only game, and has been two man-years in the making. While retaining the arcade adventure/beat 'em up gameplay, it incorporates huge advances in the music and graphics, thanks to the memory available on the cart.

Feast your eyes on these here screen piccies, and then wait with baited breath for the exclusive review – only in *Commodore Format*!



Some dubious kerb crawling going on here. Remember folks, if someone follows you, cross over the street. Then peg it!

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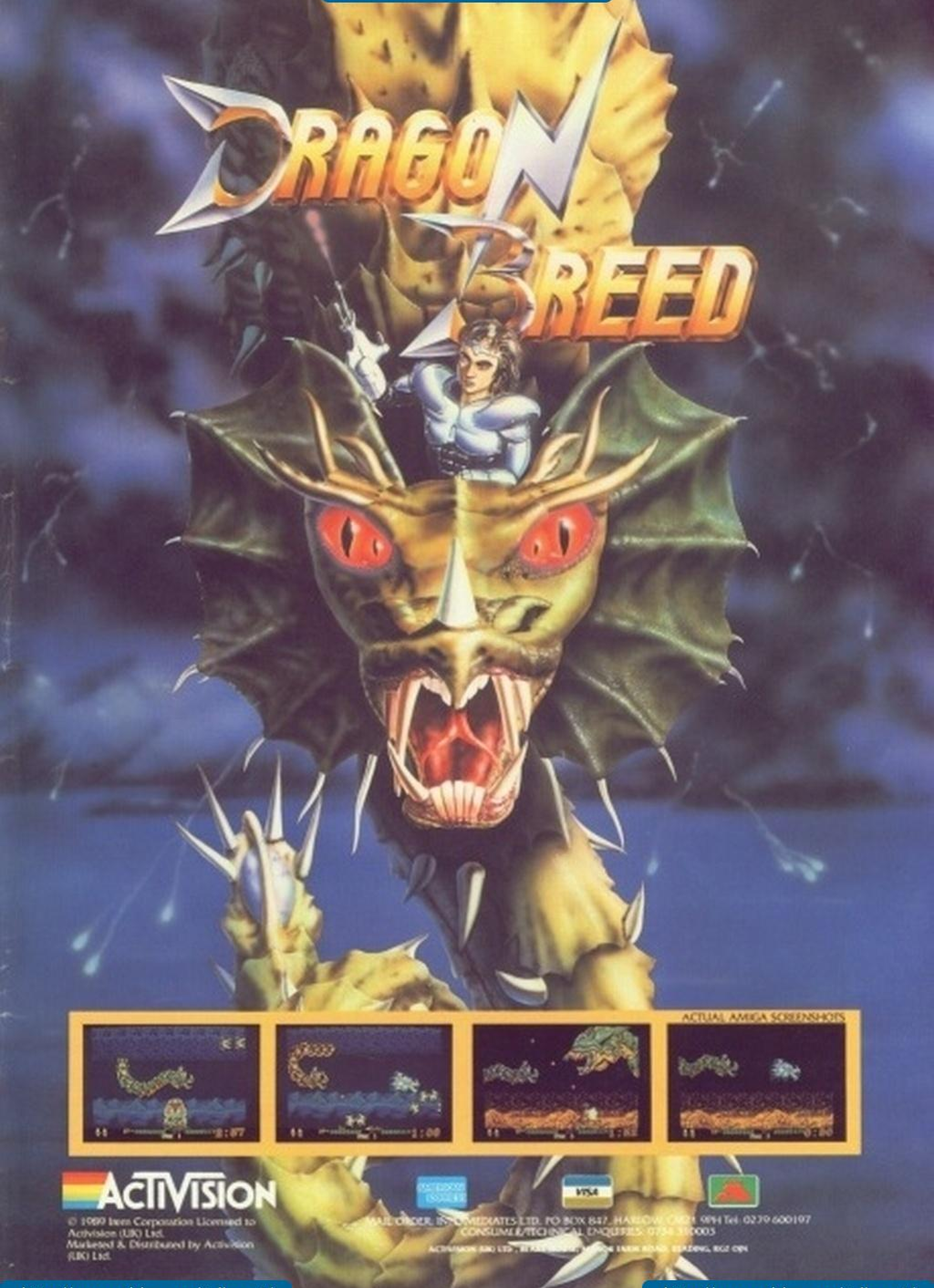
DRAGON BREED
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# NARC™

# NO -ONE HAD THE GUTS UNTIL NOW!

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ocean

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